

OFFICIAL PLAYER'S GUIDE

FULL THROTTLE

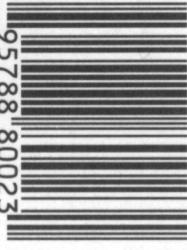


- Detailed Walk-Through
- Tiered Hint Section
- Everything You Need to Know about All Characters, Puzzle Objects, and Full Throttle Vehicles

BY JO ASHBURN



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FULL THROTTLE™



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DEDICATIONS

To my teachers in language (even though this probably wasn't what you had in mind): Dave Madden, Linda Palmer, and Don Sturtevant.

To Tim Holt, for giving me a place to develop my craft (and who, lovable curmudgeonly Luddite that he is, will probably never see this game).

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To Leigh Anne Hussey and Charline Palmtag, just because of who you are.

To Ron, because the first time is always the hardest.

To Marione, with love, for your patience and your impatience, and for kicking my butt to get me restarted on this road.

And finally, of course, for Anya, with all the love there is, my wife, my partner, she who breathes in when I breathe out.

ABOUT THE AUTHOR

Jo Ashburn currently resides in Berkeley, which is definitely a state of mind. He has been a theater reviewer for three years for the Suttertown News (a weekly Sacramento newspaper), a pizza cook, a transit spy, a projectionist at a sleazy movie house, an English teacher, an actor, a poet, a priest, a technical writer, and is currently employed as a games tester and design technician at LucasArts Entertainment. He has written the Day of the Tentacle hint book, the Sam & Max Hit the Road manual and hint book, and the Dark Forces manual (in collaboration with Mark Cartwright). He does not own a cat.

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READ ME, OR ELSE!

This book is a complete, unabridged guide to Full Throttle. Here you'll find every nook explored, every object explained, and tons of extra background information to boot. Different kinds of players enjoy different levels of help. In an effort to satisfy one and all, we've provided six unique levels of support. While this means that some information is presented more than once, it also means that you should have no problem getting the answers you want without stumbling on more than you bargained for. Use these sections separately or in any combination you want.

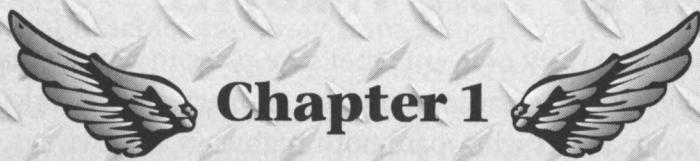
- *Chapter 1 sets up the Full Throttle story, describes the plot, and explains in rough terms what you'll have to do to win the game and save the day. This chapter also includes a complete guide to biker lingo.*
- *Chapter 2 describes the game's cast of characters. It also contains a strategy guide, complete with tips on how to explore the Full Throttle world and tactical information that will help you cope with bikers you encounter out on the road.*
- *Chapter 3 provides a tiered hint section that provides answers ranging from the obscure to the explicit for every major Full Throttle challenge.*



- *Chapter 4 presents your Full Throttle Road Map — an explicit step-by-step walk-through of the entire game with a series of short-and-sweet progress checklists that lay out exactly what you'll need to accomplish at each important game juncture.*
- *Chapter 5 describes every key puzzle and game object and details Full Throttle's varied vehicles. Chapter 5 also includes the Limited Edition Full Throttle Trivia Quiz. Torture your brain, test yourself, and amuse your friends with this unique collection of Full Throttle factoids.*
- *Chapter 6 provides an enlightening look into how Full Throttle was conceived and created. You'll meet the game's creative team and promoters and learn how all the pieces came together.*

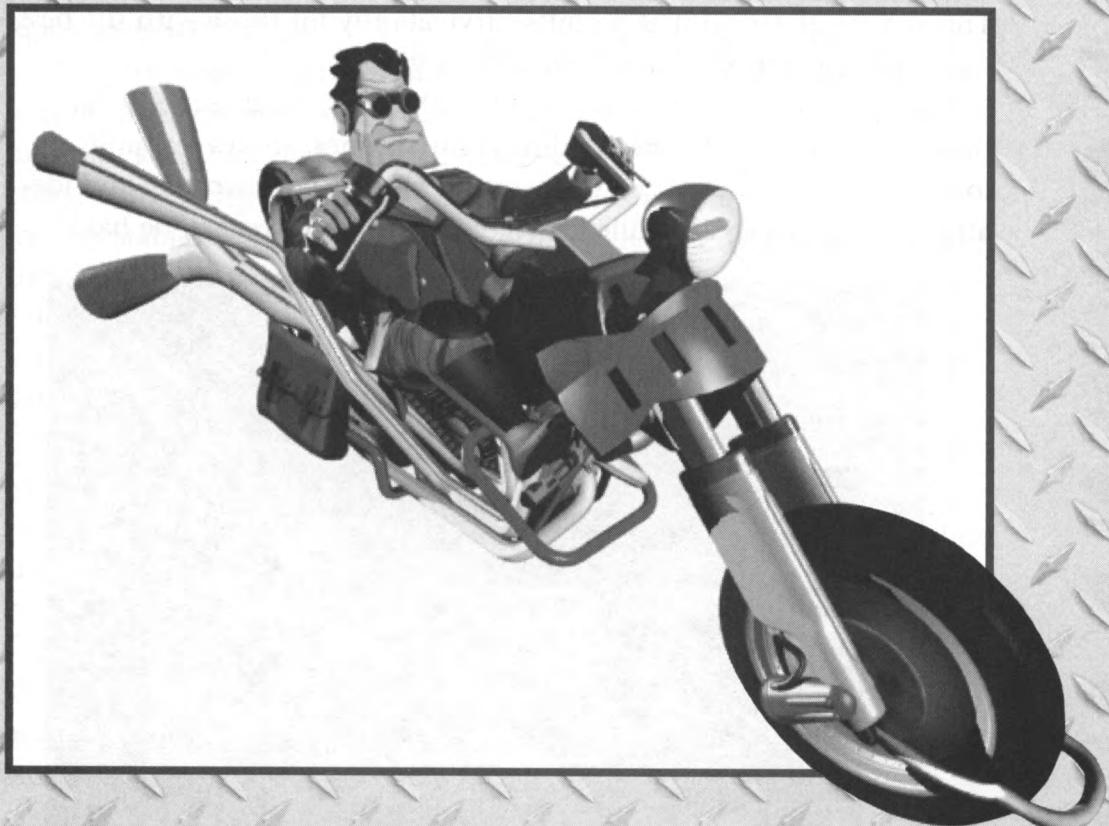
Six Unique Reader Support Levels

SECTION	LEVEL OF SUPPORT
Hints	Well Above
Step-by-Steps	Well Above
Cast of Characters	Standard
Inventory	Standard
Progress Checklists	Standard
Strategy Guide	Below



Chapter 1

WELCOME TO BEN'S WORLD



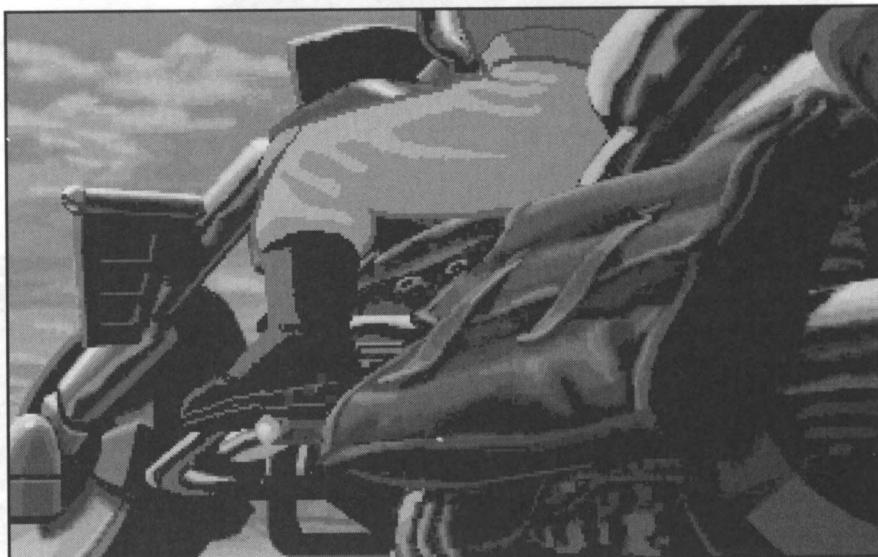


REVVING UP FULL THROTTLE

Full Throttle is the story of events that take place in a bleak, harsh world dominated by the last great motorcycle manufacturer — Corley Motors — and the rogue bikers who roam both highways and byways. Drawn to each other and away from regular folk, many of these bikers have banded together into gangs headed by dynamic and resourceful leaders.

These gangs are capable of the full range of action at a moment's notice — from terror and mayhem to a helpful act of kindness toward a stranded citizen, but compassion is the exception, rather than the rule. This is a tough world that permits survival only for those with the best bikes, the most moxie, and a full tank of gas.

One biker stands head and shoulders above the rest: Ben! His very name, whispered in hushed and reverential tones, strikes fear and loathing into the hearts of evildoers and bullies. Both worldly and idealistic, Ben leads a gang called the Polecats. Over the years, he has





instilled in the Polecats a sense of honor and courage and led them toward general mischief and away from a life of crime.

Let's call it Ben's World. After all, he is Full Throttle's hero, and every world needs a name. More than anything else, Full Throttle tells the tale of Ben's ingenuity and courage in the face of a world-class villain — Adrian Ripburger — the influential but dastardly vice-president of Corley Motors. Ripburger has an insatiable hunger for power and will stop at nothing — not even murder — to further his maniacal ambitions. His evil cause is advanced with the assistance of a pair of thugs named Nestor and Bolus. Still, all is far from lost, for three roadblocks stand in Ripburger's way:

Malcolm Corley, founder and CEO of Corley Motors, has more biker in him than corporate suit. Although he despises Ripburger, Corley is forced to keep him on board out of respect for Ripburger's business savvy. Still, Corley finds it hard to contain his passionate distaste for the detestable VP. In one of Full Throttle's very first spoken lines, Malcolm practically spits: "Ripburger, you're dumber than dirt."

Unfortunately for Corley, Ripburger is losing patience with The Old Man's contempt. In due course, Ripburger plans to take matters into his own hands. But we're getting ahead of ourselves.

Maureen Corley, or Mo to her friends, is Malcolm's estranged daughter. In spite of her early separation from her dad, Maureen became a master mechanic on everything from toasters to motorcycles. Should anything befall Malcolm, Maureen is heir to the Corley throne. Fiercely independent and rock solid, Mo is a force to be reckoned with.

Last, but definitely not least, there's Full Throttle's protagonist and Ripburger's nemesis, **Ben**, on whose broad shoulders will fall the task of proving the Polecats' innocence and freeing Corley Motors from Ripburger's grotesque grip.



Time and again, Ben finds himself alone against impossible odds. The law, the media, other bikers, geography, and even the woman who fixed his bike stand in his way. But perseverance, a good right hook, a steady hand on the throttle, and a tendency to pick up anything that isn't nailed down give Ben a fighting chance at survival.

TIM'S PLOT SYNOPSIS

Tim Schafer, Full Throttle's creator, composed this greatly abbreviated version of the game's story. If you're the type who doesn't want to read long game book discussions, this is for you. Total reading time required is approximately 30 seconds.

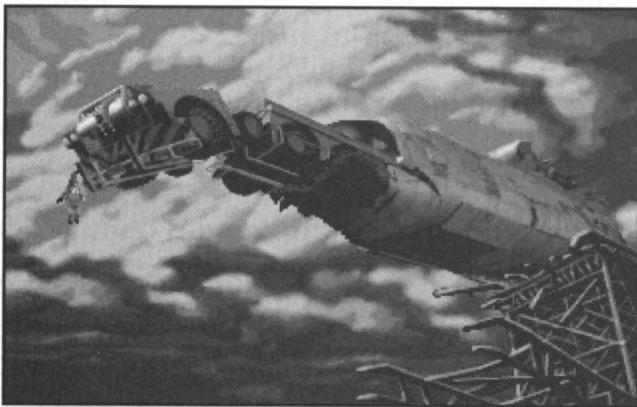
"Ben's on the run for a crime he did not commit. His gang was hired by Adrian Ripburger to protect Ripburger's boss, Malcolm Corley, of Corley Motors. But it was a setup! Ripburger killed his boss and pinned the crime on Ben and his gang. The greedy executive plans to take over the company and start making minivans instead of motorcycles. The only thing stopping him is Corley's heir, a good friend of Ben's, who is now missing. Ben must get to the heir before Ripburger does and prevent a second murder. If he does, he can clear his name, free his gang, and save the company that provides the basis for his way of life."



You Are Ben!

As the Full Throttle player, you take on the role of Ben and are rewarded with hours of adventure and entertainment. Along the way, Ripburger, his henchmen, and rival gangs will do everything in their power to put you down and keep you there.

Be prepared for rock 'em-sock 'em action, brain-bending puzzles, and breathtaking graphics — Full Throttle has it all!



Consider this a sample of the action to come.

As you progress through the game, be innovative and try everything more than once. Ben's World rewards curiosity. Take advantage of this and experiment freely. Try to keep in mind the following general tips:

- *If at first you don't succeed, use a bigger tire iron.*
- *Sometimes, opportunity knocks. Sometimes, you knock opportunity.*
- *Reward kindness with kindness, except when kindness tries to run you down with a semi or part your hair with a two-by-four.*
- *Never wear a nose ring and dummy up on Ben.*
- *Go Full Throttle!*



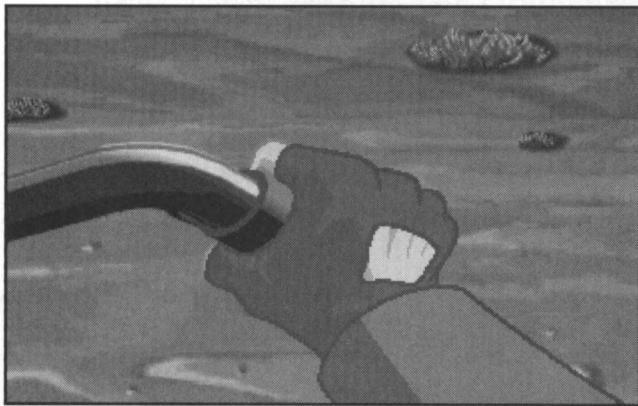
FULL THROTTLE JARGON AND BIKER LINGO

Although many of the words below aren't found in the game, they may help you understand what you hear if you ever run into a real biker. Of course, if you literally run into a biker, you may hear a totally different set of words that we can't print in these pages.

LINGO	MEANING
A.k.a	Also known as.
Berm	Dirt trench formed by a bike.
Bike	Motorcycle, hog, rig, pony, main ride. Never means a bicycle, moped, tandem, mountain bike, or anything with training wheels.
Bugs in the Teeth	What occurs when riding during the summer.
Endo	Opposite of "Wheelie," in which the front brake is grabbed after a quick acceleration, causing the rear wheel to rise in the air. Endos usually result in a crash. Do not attempt this trick after consuming a fudge brownie or goose liver.
Floor	To suddenly accelerate or to quickly roll on the throttle.
Flying Wedge	Approaching a moving vehicle from behind, punching it, and propelling the bike on top of, then off the front of that vehicle. Very risky. Ben performs this maneuver on the Corley Motors hoverlimo in Full Throttle's opening scene.
Fork	Eating utensil. Also, front suspension unit on a bike.
Gang	Assemblage of motorcycle enthusiasts.



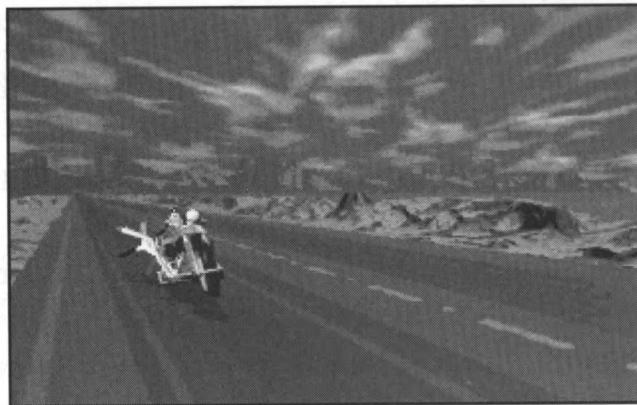
LINGO	MEANING
Hangin' Off	Really hard turn where your inside knee almost touches asphalt.
Hang Time	Length of time a bike stays in the air.
Juice	Gasoline, fuel, petrol.
Kick (it)	See "Punch."
Kickstand	Device that keeps a bike upright when riderless. Seedy biker bar where key Full Throttle events unfold.
Leathers	Biker's clothing. Not mandatory but preferred.
Punch (it)	Twist the throttle violently, dramatically raising G-forces.
Rail	Extremely hard turn.
Rail the Berm	Serious turn in a berm.
Rev	Short for "revolution." Opening the throttle in short, quick bursts, usually when starting.
Stoppie	Similar to "Endo," but usually without a crash.



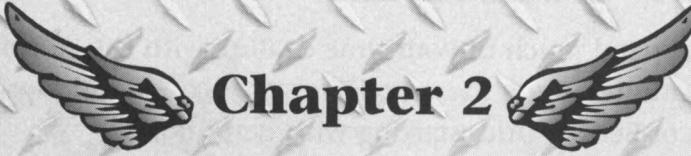
Revving it up...

**LINGO****MEANING**

Suit	A corporate official.
Walkin' the Dog	Maneuver in which the biker holds the front brake, tilts the front wheel, quickly rolls on the throttle, then places feet on the ground and walks in a circular motion. This ear-catching stunt is usually accompanied by a high-pitched noise and copious smoke. Ultimate diner-parking-lot move.
Wheelie	Motorcycle talk for accelerating so quickly that the front wheel rises several feet in the air. A gesture of defiance, celebration, or sheer biker bravado.
Wind Buffeting	Sudden gusts of wind that wreak havoc with a rider's balance.

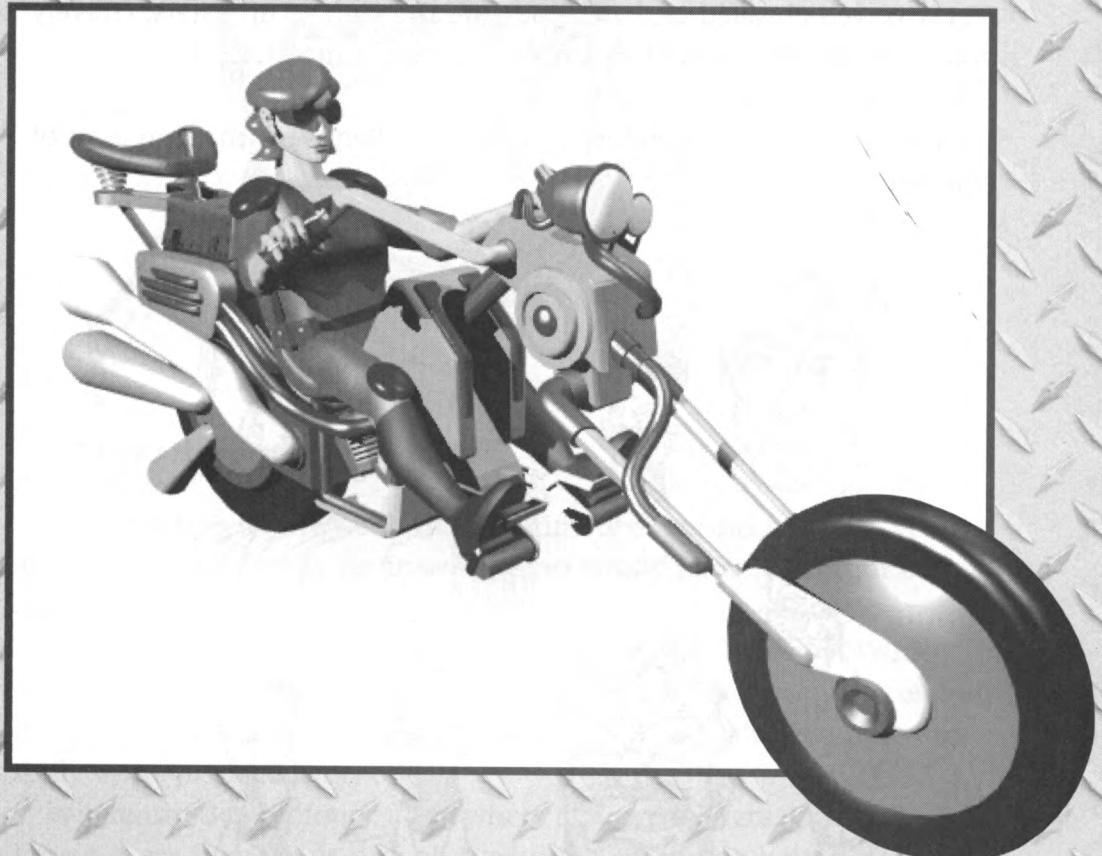


Your basic wheelie...



Chapter 2

GETTING STARTED





CAST OF CHARACTERS

As Ben, you spend much of your time dealing with the colorful characters you encounter along the way. Here's the scoop on the principal inhabitants of Ben's World, starting with Ben himself.

Ben

(*a.k.a. The Unknown Avenger*)

Just about as down-to-earth, rough-cut, and roadsmart a character as you'll ever meet, Ben cuts an imposing figure at something over six feet. His well-chiseled face and body are the stuff of film stars. Gravely voice and the tiniest of chin dimples complete the picture.

How did Ben get this great look?

In the preliminary sketches for the game, Ben went through a lot of changes...



Different versions of Early Ben by Larry Ahern.



...before LucasArts found the face that was just right.



Larry's drawing of Evolved Ben.

Ben acts, let's face it, cool. In the ultimate expression of self-assurance and swagger, he answers to no family name. Call him Ben and Ben only.

When it comes to biking, Ben is simply the best. Top Dog. Primo Mundo. Many of Ben's original maneuvers have never been successfully imitated; some of them, none dare even try. Ben don't need no wings to fly — he just needs his bike.

Where can Ben be found? Anywhere and everywhere. Our hero knows every inch of his turf, all the bumps, potholes, ledges, and curves. He uses these unremarkable terrain features to his advantage in undesired but inevitable road fights against rival gangs.

**Ben hears 'em coming.**

Ben is a study in contrasts. On the one hand, he would never accept money from Ripburger in exchange for the Polecats' "escort service." On the other hand, he doesn't mind "liberating" the occasional item he needs to complete his quest.

Soft-spoken, yet firm in tone, people listen when Ben speaks. When he enters a room, all heads turn toward him, hypnotized by his self-confidence. And when words don't do the job, Ben lets his fists do the talking.

Ben has a very trusting nature, but if anyone ever deceives him, our hero practices the time-honored biker credo "Fool me once, shame on me, then prepare for autopsy." The local guardians of public safety occasionally misunderstand Ben but, under normal circumstances, they keep their distance. Of course, you won't be dealing with normal circumstances.

Ben's gang has complete faith in his leadership and would follow him to the ends of his World if he asked. In return, Ben is fiercely loyal to his Polecats. They're the family he never had, or at least, never acknowledged.



Full Throttle Costars



Early design sketches of The Old Man and Mo.

Malcolm Corley

(*a.k.a. The Old Man*)

Father of Maureen, civic leader, inventor, and likable old curmudgeon, Malcolm Corley was the designer of the first hot motorcycles in Ben's World. A biker legend, Corley's one great mistake was his retention of Adrian Ripburger as a vice-president at Corley Motors. While occasionally eccentric, Malcolm is sharp as a tack with regard to motorcycles.

As Full Throttle opens, Malcolm is badmouthing Ripburger's plan to have the corporate leaders escorted to the upcoming shareholders' meeting by a real biker gang. Malcolm's role in Full Throttle is central but short-lived. In his most disgraceful moment, Ripburger murders The Old Man after the corporate scion has refreshed himself at the Highway 9 rest stop.



Malcolm and his hoverlimo.



The Old Man shares an in-joke with Ben at the Kickstand.

Maureen Corley

(*a.k.a. Mo, Doreen Smorley, Princess of Pileup, Diapered Dynamo*)

Whether you call her Maureen or Mo, Malcolm's daughter is a worthy adversary, friend, and foil for Ben. Maureen has led a complicated life. After an idyllic summer the Corleys spent fixing up a custom hardtail bike, she was separated from her father by the scheming Ripburger. As a result, Maureen has refused to acknowledge her lineage and has abandoned her last name. In her youth, she joined a gang called the Vultures and did a stint as their chief mechanic. Maureen eventually tired



of the gang life and struck out on her own as a Melonweed master mechanic specializing in toasters. Like Ben, Maureen may be a rebel, but she has her own code of honor and is a good person to have at your side.



Ben's first real glimpse of Maureen.

Darrel



Early in Full Throttle, Darrel tells Ben that the gang needs money.

Darrel is a Polecat biker and close confidante of Ben. Ben relies on Darrel, despite Darrel's excessively trusting nature. Unfortunately, Darrel is susceptible to Ripburger's dupes and ploys.



Emmet



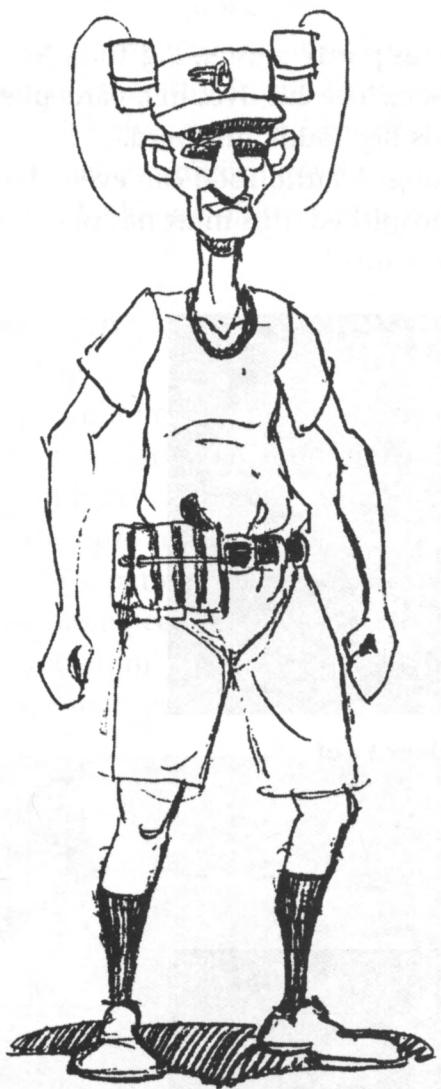
Emmet, getting his jollies, as usual, from someone else's pain.

Emmet is a real loser, a crude and boorish trucker out to smuggle his way to ill-gotten prosperity. He loves to try the time-honored knife-between-the-fingers game known as "split finger" or "mumblety peg" and has probably seen the movie *Aliens* one time too many.

Known to run a roadblock or two in his younger days, Emmet has mellowed in his old age. Now he carries more innocent cargo in "Bamboozle," his specially-outfitted semi, complete with multiple secret compartments. One nice thing you can say about Emmet is that he absolutely and positively hates Cavefish.

Horrace

Spitting teeth and high as a kite on some unknown substance that flows from his hat straight into his mouth, Horrace is not all there and easily distracted. His souvenir stand services the Smash-A-Torium crowd and was a perk from Old Man Corley himself to keep the scuzzbucket out of Corley's hair.



(SOUVENIR VENDOR)

Wanna buy a bunny?



Little Todd

Little Todd is the only friend to his portly master, Big Todd Newlan, Melonweed's entrepreneurial leader. The cur lives in a parts pile that bears examination, and he guards Big Todd's Junkyard.

This is no ordinary junkyard dog — Little Todd can even chew through metal! Vicious and meanspirited, this mutt has one passion — beef — and we don't mean complaints.



Little Todd breakfasts on biker boot.

Nestor and Bolus

(*a.k.a. Boom-Boom Brothers*)



N and B — as always, cruisin' for a bruisin'.



Nestor and Bolus are Ripburger's henchmen, goons, buffoons, leg-men — you get the idea. Bolus is a big thug-bear of a man, the brawn of the operation. Nestor is thin with beady little eyes that blink a lot. Nestor usually drives while Bolus rides shotgun. Prone to failure, these two dolts rarely accomplish anything asked of them except, of course, that painful clobbering of Ben in the opening sequence.

Todd Newlan

(*a.k.a. Big Todd*)

Todd Newlan is a metal sculptor whose empire includes a trailer with a basement workshop and Todd's Junkyard, where auto and bike carcasses rest in peace. Decidedly unfriendly, Todd routinely refuses to admit visitors into his trailer.

Just in case a patron of the arts or anyone well-dressed knocks on his door, Todd has a peephole. His yard is strewn with boxes, a chimney, a sandbox, and all manner of trash. The trailer holds secrets, but simple brute force won't reveal them. (Maybe complex brute force...)





Quohog



Quohog strikes a thoughtful pose.

Quohog, the Kickstand's owner and chief bartender, is the ultimate yes-man. He'll bow to any pressure, from anyone, at any time. And if he can avoid getting hurt and make a little profit in the process, it's been a pretty good day. Easily threatened, Quohog's attempt at being super-cool by wearing a nose ring has been known to backfire painfully.

Adrian Ripburger

(*a.k.a. Rip*)



This is a bad man.

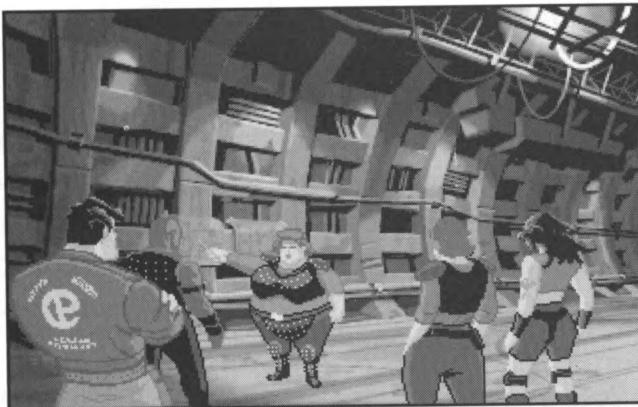


Use your imagination freely, and anything low and sleazy that comes to mind will accurately describe this scoundrel. Self-styled heir to the Corley Motors' empire, Ripburger's master plan is to stop producing motorcycles and focus on the minivan. Yes, this guy is evil.

It's one thing to have a vision, but it is quite another to have an open-ended appetite for power. Ripburger has no scruples, and his meanness knows no limits. In a brilliantly evil ploy early in the game, Rip murders Malcolm and then pins the deed on Ben and his fellow Polecats. Later, he even postpones the shareholders' meeting "in the memory of our founder" until the "killers" are brought to justice.

Ripburger qualifies as a really smooth operator. His frequent Rotary Club and Garden Society speeches are always well received. Color him imaginative, cunning, and just plain bad — a great villain!

Suzi



Suzi lays out some strategy for the gang.

As leader of the Vultures, Suzi hides a heart of gold beneath her gruff exterior and understated makeup. An enemy of injustice, particularly the Ripburger variety, she is perfectly willing to tear Ben asunder, so long as she believes him responsible for the Corley murder. Suzi is ingenious at drafting blueprints and master plans. You never know just what sort of engineering miracle she's going to unleash.



Father Torque



Father Torque and Ben on the road.

This kindly padre is found on the Old Mine Road. As former leader of the Polecats and lifelong F.O.B. (friend of Ben), Torque is a source of lots of valuable information.

Miranda Wood

A photojournalist with a nose for opportunity and little interest in the subtler aspects of ethics and decency, Miranda always has her camera at the ready. She also has a knack for being in the right place at the wrong time and a flexible approach to the facts. Rumor has it that Miranda hordes phony identification badges in bulk, available, of course, for a price.



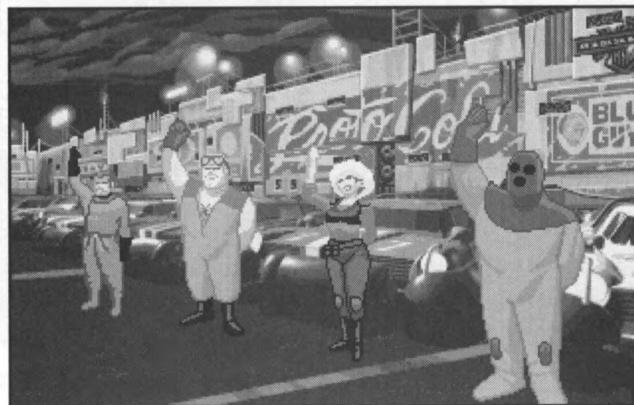
PHOTOGRAPHER
(MIRANDA)

Early sketch of the conscienceless cameraperson.



Full Throttle Supporting Players

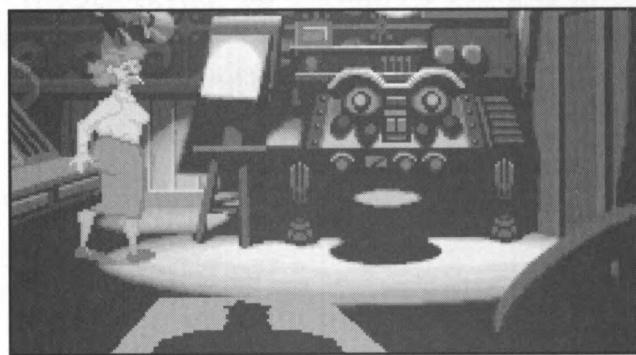
Mystery Gladiator Number 3



**Having jumped the GORGE, Ben hopes to have
as much LUCK AS this other bearded driver.**

An anonymous character, Gladiator Number 3 is introduced with Ben and Mo before the running of the Demolition Derby. Hmm. He looks vaguely familiar....

Mavis

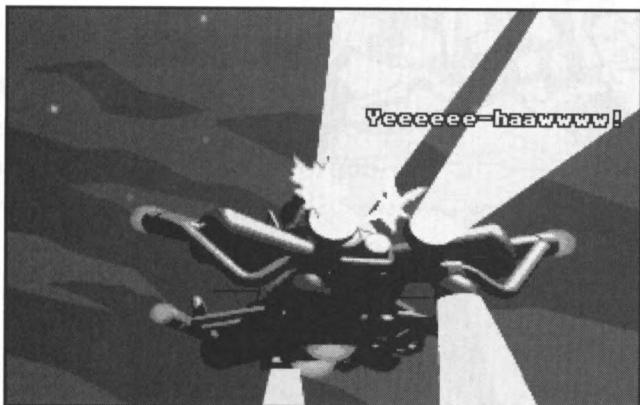


**"What are you doing in the projection booth?
I hope you have a hall pass, young man."**



This bookwormish, scholarly woman controls the audio-visual room at Corley Motors. She appears only briefly in Full Throttle.

Pilot, Gunner, Roadblock Police, and Security Guard



The local authorities are easily amused.

These characters make up the best security forces Ben's World has to offer. You'll have to work around them if you want to see justice done.

The Gangs

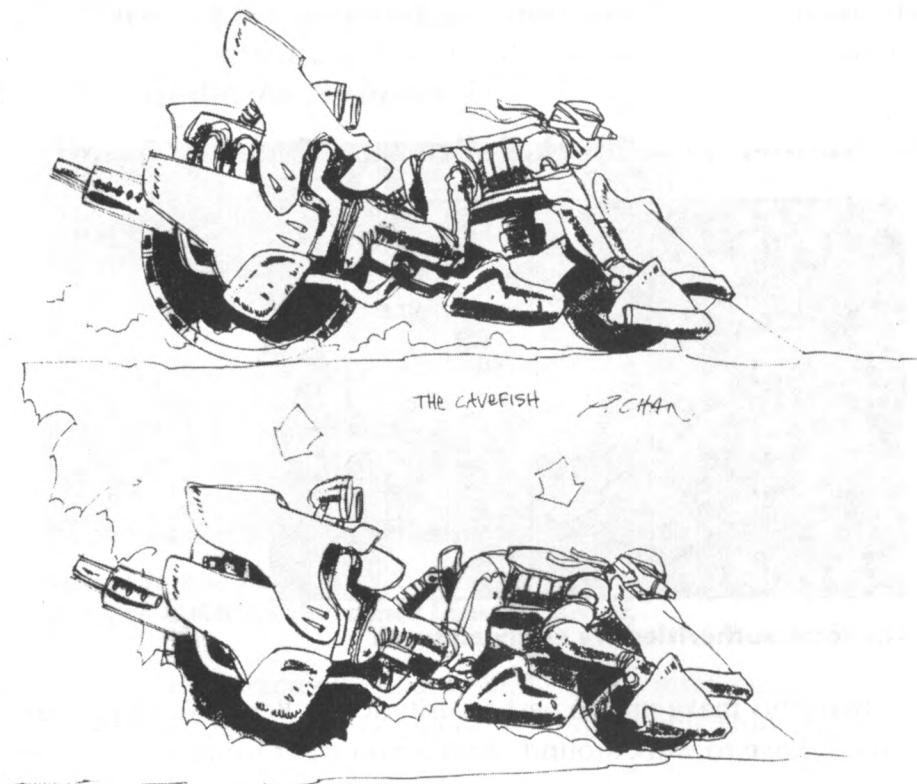
The Full Throttle gangs are like small countries, each with a signature bike, hideout, or hangout, and a unique identity. Still, life is pretty simple for Ben. Except for the Polecats, strangers mean trouble.

Cavefish

Leader: Anonymous

Known members: Anonymous

The Cavefish are cold hearted, well armed, and practically blind from life underground. Their faces, always goggled, ride only a few inches from the road as they cruise along on their oddly angular bikes. Cavefish mind their own business unless they're provoked.



Typical Cavefish. Spooky, man.



The Cavefish show their better side as they prepare to cut Emmet a new body cavity.



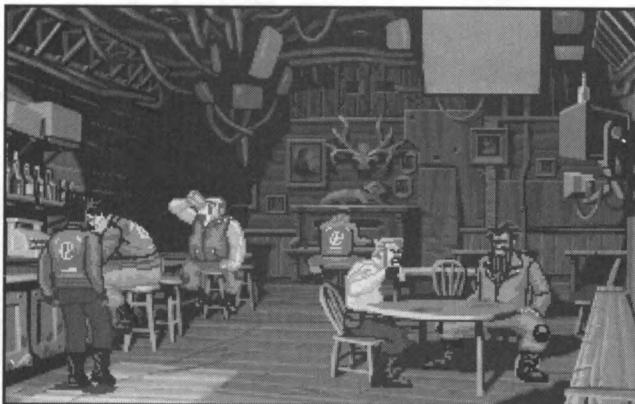
It's a good bet that Ben will have to provoke a Cavefish on the Old Mine Road. The gang possesses the famous Ricky Myran ramp that was used to jump the Poyahoga Gorge before the bridge was built. Ben will need to use their goggles to find their secret hideout and get the ramp. To Ben, these menaces are like a school of piranhas and worth his highest contempt.

Polecats

Leader: Ben

Former leader: Father Torque

Known members: Darrel



The Polecats kick back at the Kickstand.

Ben's compadres and beloved minions. Unfortunately, early in Full Throttle, the Polecats are unjustly jailed for Malcolm Corley's murder, and sit out much of the action.

Ripburger's Crew

Leader: Adrian Ripburger

Known members: Nestor and Bolus

Not quite a gang but more than just a social circle, Nestor and Bolus follow Rip in his ruthless pursuit of power. For more information, see the Cast of Characters earlier in this chapter.

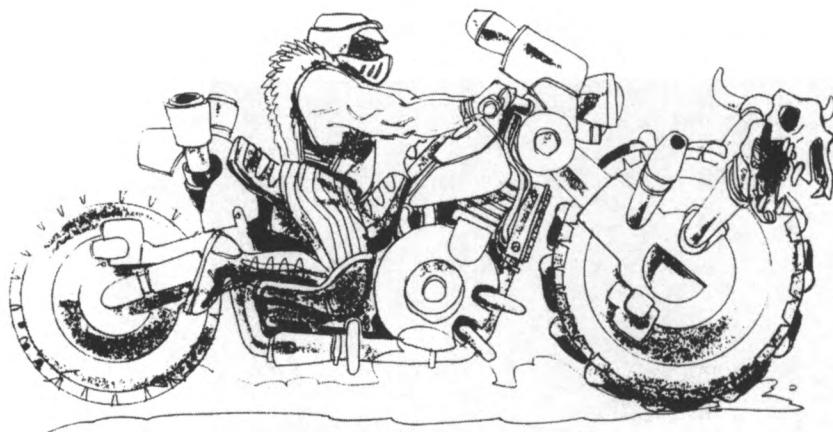


Rottwheelers

Leader: Toothless Ron

Known members: Blotch, Grand Marnier, Sizeable Bill

These bikers are nastiness personified. Astride their strong, slow, fat-tired hogs, these generally large, bald, earringed terrors cut a swath of pain and destruction across the countryside. They always ride in rigid formation, with their rookies protecting the rear. Terrors of the road, the Rottwheelers are quick to start a fight but eminently beatable.



The Rottwheelers

You can see why a Rottwheeler bike can't exceed 35 mph.

Vultures

Leader: Suzi

Known members: Michael, Razor, Sid, Wendy

Meaner than Polecats, smarter than Rottwheelers, more hotheaded than Cavefish, the Vultures are loose cannons; good people to have on your side, bad people to have at your back.



An early sketch of the Vulture hideout.

STRATEGY GUIDE

Playing Full Throttle doesn't require the usual intricate adventure game strategy. The best way to enjoy Full Throttle is through constant



exploration, interacting with the world's inhabitants, riding your bike, and discovering what's around the next corner.

Exploring Ben's World

The game is arranged into connected sections, earmarked as distinct physical locations, that are rarely far from Highways 9 or 44. You can move quite freely from one location to another (unless those pesky police put up a roadblock). In fact, one of the great joys of playing the game is cruising up and down the highways, enjoying the music, sounds, and sights that explode from your monitor and speakers.

In this section we'll discuss some basic techniques for playing Full Throttle, over and above what you'll find in the manual. You'll learn how to handle Ben's explorations of this dynamic world. You'll also get some basic combat tactics so Ben can prevail in his rather nasty confrontations with rival gangs.

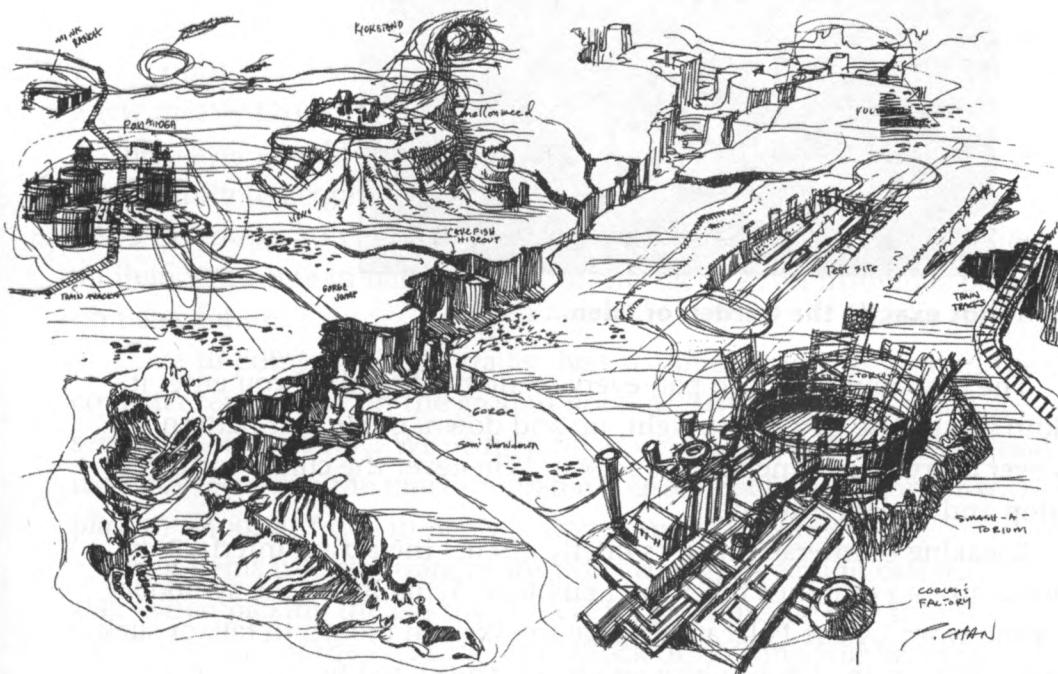
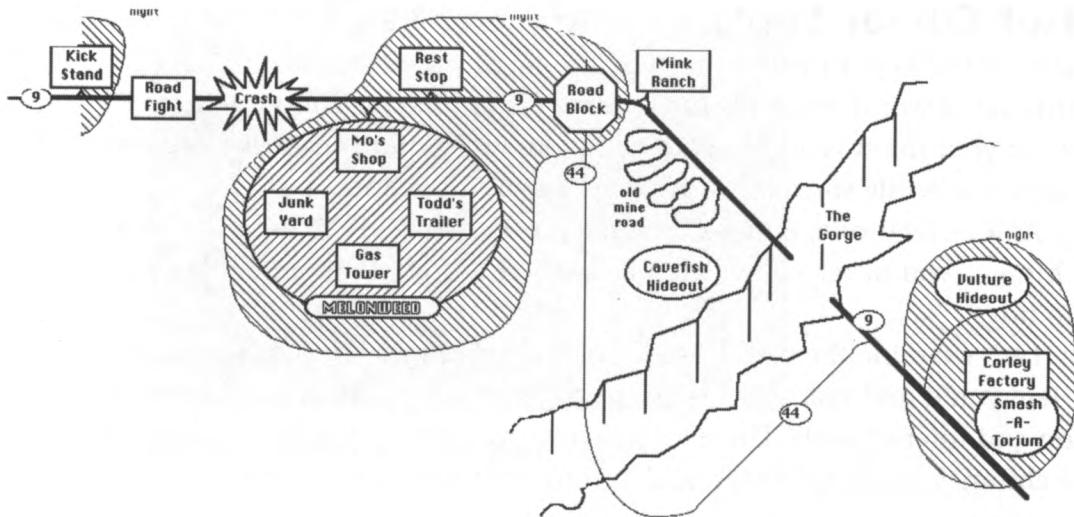
Geographic Primer

Ben's World is relatively compact, divided by the Poyahoga Gorge into two main areas, with Highways 9 and 44 providing the nexus.

To the far west is the Kickstand, the rest stop, and the underbelly town of Melonweed. The Old Mine Road branches off from the highway. At the far end of this road, you'll find the Cavefish hideout. Rott-wheeler patrol the area between the Kickstand and the rest stop.

You enter Corville by crossing the bridge over the gorge to the east. A hard left brings you to the Vulture hideout, protected by a minefield.

Continue on the highway and you'll wind up at the gigantic Corley Motors factory at the junction of Highways 9 and 44. This complex houses the corporate offices of the motorcycle giant, a Smash-A-Torium for demolition derbies, and a peculiar souvenir stand.



Original Peter Chan drawing of Ben's World. Look closely and you'll see a few locations that didn't make the final cut.

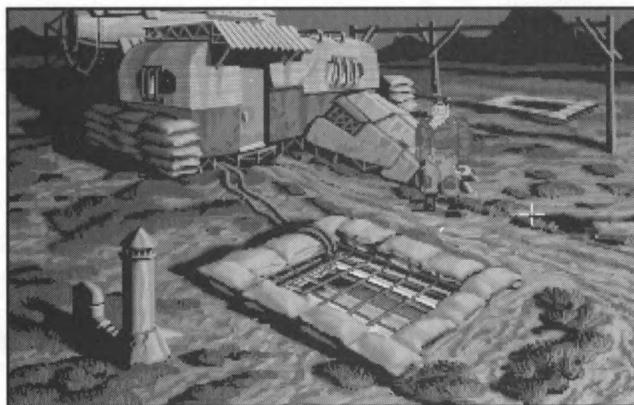


Hot Cursor Spots — Walk the Walk

One of the keys to your success is learning how to find safe passage through a world made hostile by rival gangs. It's one thing to know what your quest is and how to complete it; it's quite another to accomplish this while surrounded by rogues and miscreants.

As a general rule, Ben should search everywhere. Searching is a good thing — you never know when and where secret places and objects are hiding.

Let's examine the yard outside Todd Newlan's trailer to demonstrate. Here you'll find many hot spots, or trigger locations that Ben can click on and interact with. These include two windows, a sandbox, a skylight, a chimney, some sandbags, and a front door with a peephole.



Not exactly the Garden of Eden...

The best approach is to pan every scene the first time you enter it. Run the mouse in a left to right, up and down, or circular pattern to cover every square inch of the screen. Whenever the cursor turns red, stop and let Ben interact.

Speaking of interacting, let's briefly discuss the action interface. It looks like an ominous biker gang emblem. Actually, it's the symbolic tattoo worn by the Polecats. Engage the skeletal mouth to talk or suck gas. Click on the boot to kick an object. The closed fist covers everything else.



Don't be scared, it's just your interface.

Quick decisions are often crucial. An example: During the dramatic scene where Nestor and Bolus are chasing Ben on the stretch of Highway 9 between the Mink Ranch and the Poyahoga Gorge, you'll need to keep your hand poised alertly over your mouse. When side road exit signs appear, a directional sign will appear as well. One quick click and Ben is on the Old Mine Road, where Ripburger's henchmen — scared of a few measly Cavefish — will not follow.

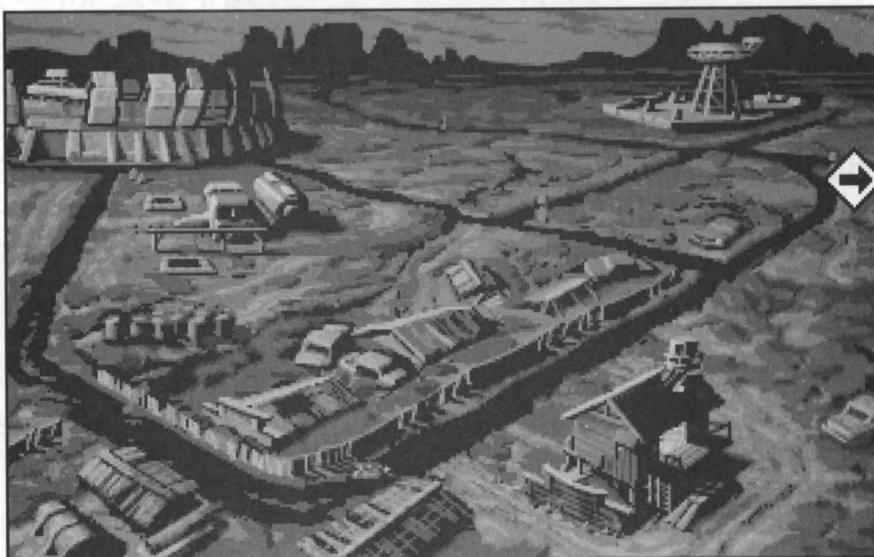
The player should — no, must — retrieve everything Ben is given the opportunity to acquire. There is no limit to the number of objects in Ben's inventory, so why not become a pack rat? You never know when an item will come in handy. Think of this tactic as an insurance policy on Ben's future.

A case in point: In Todd's trailer, Ben acquires a piece of meat in the compact refrigerator on the ground floor. At first blush, this snack serves no obvious role. While hauling around a piece of uncooked food may not seem like the most profitable course of action, this meat will play an important role in Ben's junkyard survival strategy.

Using items is fairly straightforward, although precision can be crucial. When picking the gas tower lock, for example, be sure to line up the usable end of the lockpick on the lock or nothing will happen. Same goes for the tire iron when you're loosening the wheels of Emmet's crashed truck after the trucker is dispatched by the Cavefish.



Always be sure to look for the many routes that go in and out of any particular game scene. When scanning with the cursor, look for solid red arrows that lead elsewhere. Similarly, when Ben is on his bike, traffic arrows (black on yellow background) show Ben which road he can take. Multiple exits and roads are often available from any one scene, so check them all out carefully.



This way out of town.

Hot Cursor Spots — Talk the Talk

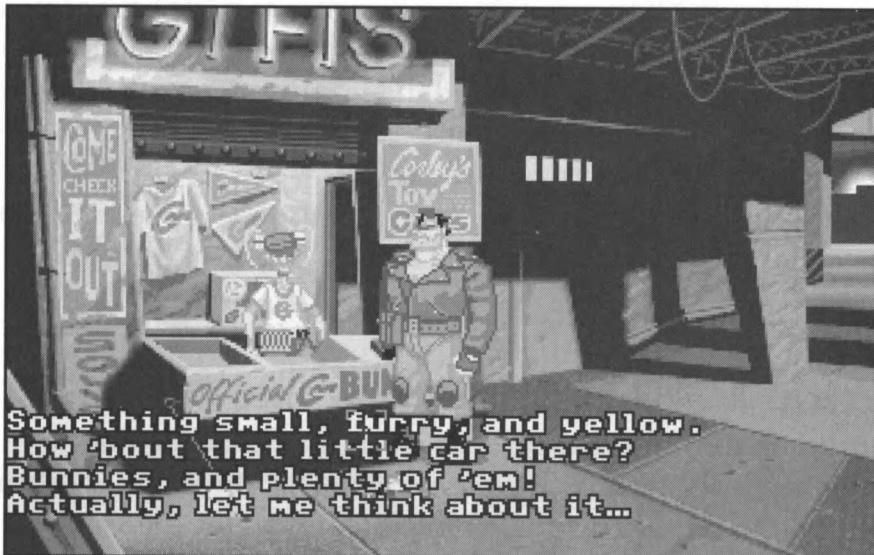
Ben can converse with those he encounters. In fact, this will be absolutely necessary to advance in the game. If you don't care about stopping Ripburger, then clam up on everyone you meet.

If you've invoked the text option by pressing Control-T, you should note that Ben's words will always be displayed in white, while other characters' words will be shown in different colors. Until you become familiar with the many voices in the game, you may want to watch these colors so that you can easily tell who is saying what to whom. Using the text option will slow the game down, however, so many players choose to leave it turned off.



Many pivotal conversations give Ben more than one option to choose from. The game lists the various questions that Ben can ask the particular character with whom he is conversing, normally three lines of approach and a "See ya!" or "Not interested!"

In the scene below, Ben has just asked Horrace, the loony souvenir guy, to tell him what's for sale at the souvenir stand outside the Smash-A-Torium. Ben's possible answers to Horrace's response are shown.



And you thought Ben was a man of few words.

The best approach is to simply try every option, consider the response, and keep going until all dialogue paths have been taken. No need to worry if you feel you might have missed something important. When this happens, simply leave the scene, then return. If there's anything you need to know, all of your conversational options will reappear as if you'd never opened your mouth in the first place.

Try to refrain from kicking everyone you meet. You'll soon find that Ben's kicks are normally only effective against hard objects, like doors or dirt walls. In most other cases, Ben will simply refuse to do the deed.



Disaster Recovery and Saved Games

Ben never — repeat never — dies in Full Throttle. Well, actually, he can die a few times, but that's not until the game's finale, when your gaming skills are really put to the test. And even then, he's resurrected until you get it right.

So why the Save Game option, that bookmark most adventure gamers use and adore? Well, there are times when, for pure convenience, you may want to save the game at an advantageous moment. This is particularly helpful after you've solved a difficult puzzle, like gaining entrance to Todd's Junkyard in Melonweed, or outwitting the authorities on the gas tower grounds. At the very least, this option keeps you from having to repeat yourself.

Perhaps the best reason to save your game is to avoid severe sleep deprivation. You need your rest, and so does Ben. Save early and save often.

Tactical Motorcycle Combat and Weapons

The chart on the following page details the particulars of how to handle the pivotal combat sequence on the Old Mine Road. As Father Torque points out, timing is more important than muscle.

This part of Full Throttle is great fun! Ben can't perish. If he crashes, he reappears in perfect health astride his bike, ready to try again and again. Test out the different weapons and don't forget Ben's rather impressive fists.

Columns in the following table show the opponents Ben will encounter. Each opponent has a unique weapon. Rows show the weapons Ben can use against each opponent. Where columns and rows intersect, you'll find the outcome of each fight. Start with the weapons on the left, consult the Combat Chart Key on page 38, and you're on your way to becoming a combat maven!

COMBAT CHART

	Rottwheeler			Vulture			Cavefish	
	Flail	Two by Four	Nothing	Chain Saw	Chain Whip	Booster Fuel	Nothing	Oil and Goggles
Chain Whip	Lose weapon	Challenging	D/H	Challenging	D/H	Get fuel	Hit	Air
Chain Saw	KO-kills flail	Get weapon	KO	Challenging	KO	Blasts off	KO	KO
Flail	D/H	Challenging	Hit	Lose weapon	Get weapon	Blasts off	Hit	Air
Two by Four	D/H	Hit		Challenging	D/H	Blasts off	Hit	Get goggles
Tire Iron	Get weapon	Challenging	Hit	Challenging	D/H	Blasts off	Hit	Air
Kick	Get weapon	Challenging	D/H	Challenging	D/H	Blasts off	D/H	Squirt
Punch	D/H	Challenging	D/H	Challenging	D/H	Blasts off	D/H	Air
Powder	NEOHG!	NEOHG!	KO	Get Weapon	NEOHG!	NEOHG!	Challenging	NEOHG!





Combat Chart Key

D/H	Deflect/Hit situation — a fair fight.
Challenging	<i>Ben can win but it won't be easy.</i>
Get weapon	<i>Ben wins the fight and acquires his opponent's weapon.</i>
Hit	<i>Ben can score unstoppable hits until he wins.</i>
KO	<i>One hit takes out Ben's opponent, but no weapon is gained.</i>
Ditch	<i>Ben swerves to avoid the chainsaw and crashes.</i>
Blasts off	<i>The Vulture turns on his booster and escapes before the fight starts.</i>
Air	<i>Ben swings and misses, the Cavefish is too low.</i>
Squirt	<i>Cavefish squirts oil on the road, Ben crashes.</i>
NEOHG!	<i>No Effect, Opponent Has Goggles!</i>

To Beat the Vulture and Get the Booster Fuel:

Use anything but the fertilizer to grab the weapon from the Vulture with the chain whip. The first time you encounter the Vulture with the booster fuel, it will be a cut scene so just sit back and take your lumps. The next time this Vulture appears, you can revenge yourself by wrapping the chain around his neck and pulling him off his bike when his booster kicks in.



Ben encounters a future bump in the road.

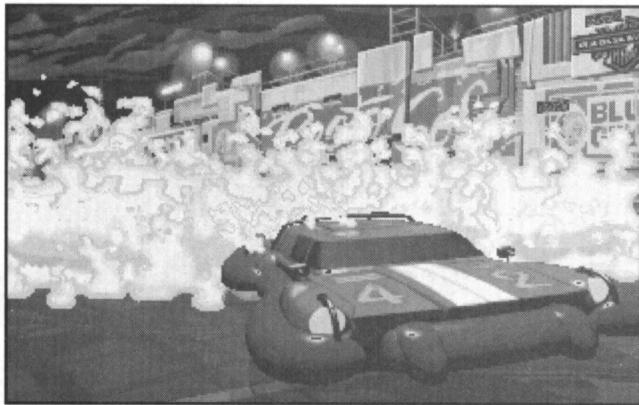


To Beat the Cavefish and Get the Goggles:

The powder gets the chain saw from the Vulture; the chain saw gets the two-by-four from the Rottwheeler, the two-by-four gets the goggles from the Cavefish when the Cavefish raises his head over the rough road.

Cut Scenes

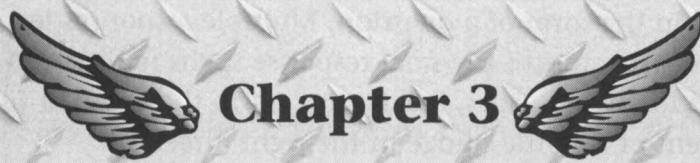
At various key points in the game you'll see cut scenes, or minimovies, of transitional events. You have no control over Ben or his environment during these scenes, but this does not minimize their importance.



Here's a still from a key cut scene.

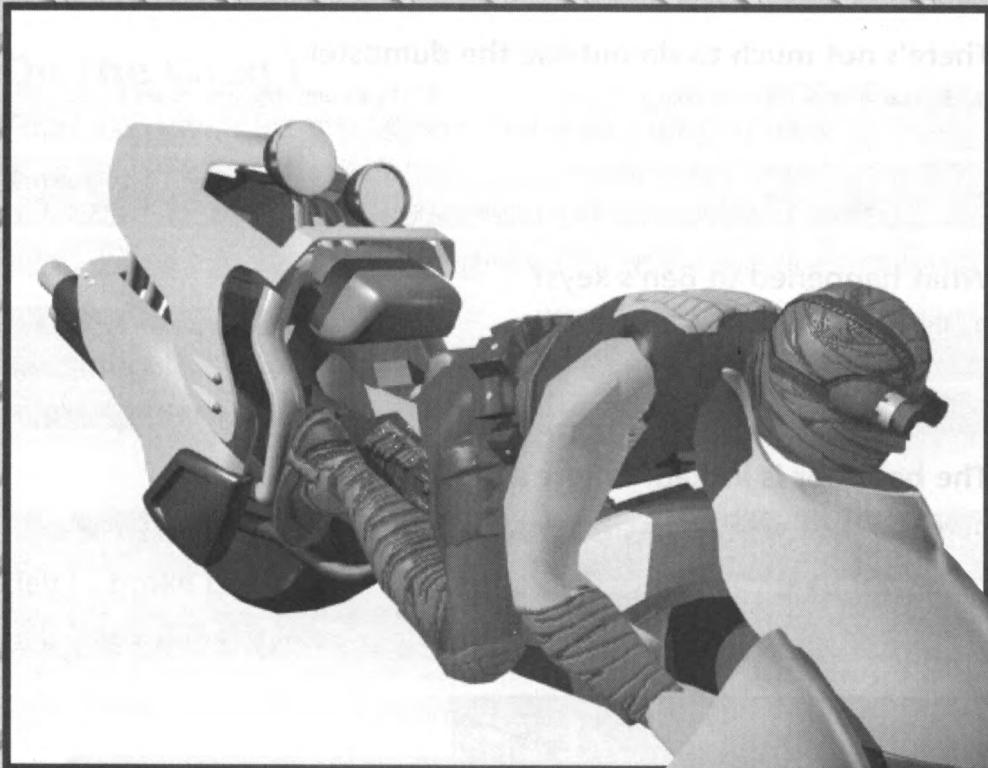
Pay close attention to these striking visual segues and watch Full Throttle's story unfold. Clues as to what happens or should happen next are often mixed in for good measure.

Of course, you may get tired of seeing the same cut scene over and over. After you have learned all you can from a scene by viewing it once or twice, you can often save time by hitting the Escape key and jumping ahead to the next juncture.



Chapter 3

HINTS





This chapter offers solutions to all of Ben's problems. Each challenge is presented in the form of a question. Multiple responses lead you closer to the answer until the final response spells it all out. As you go through the following pages, feel free to cut to the chase or just read the equivalent of a gentle nudge in the right direction.

In the Beginning...

Ben's in the dumpster. What should I do?

1. Punching seems to be the best option.
2. Punch a lot.
3. Get him out by punching the right-hand part of the lid.

There's not much to do outside the dumpster.

1. Ben can explore his surroundings.
2. There's probably more to see in front of the bar.
3. If Ben is standing by the dumpster, walk him around to the front of the bar. Then have him use the motorcycle.

What happened to Ben's keys?

1. They're not in Ben's pockets.
2. They aren't on the ground or in the dumpster.
3. They're in the bar. He'll have to get in there somehow.

The bar door is locked. Where's the key?

1. We know it's not in Ben's pockets.
2. There doesn't seem to be a doormat to look under.
3. Remember, Ben is a big tough biker.
4. There is no key; Ben has to kick the door down.





The bar is a really neat place. Can I order a drink?

1. Are you 21?

2. Of course you can't. You're a real person. This is a fictional bar.

3. Ben might be able to order a drink, but it would do more good for him to talk to the bartender.

The bartender won't give Ben anything but the runaround. What next?

1. Remember, Ben is a big tough biker.

2. And Quohog, the bartender, is really irritating.

3. Talk with your fists.

On the Road I

There's a rude, uncouth person that won't let Ben pass.

1. See that fist in a square in the lower-left corner of the screen?

2. That's supposed to be a clue.

3. Move Ben over the other biker and click to make physical contact.

Everything's gone black....

1. Is your monitor on?

2. Is your computer on?

3. Nothing is wrong with your computer. Ben's just fighting his way back to consciousness.

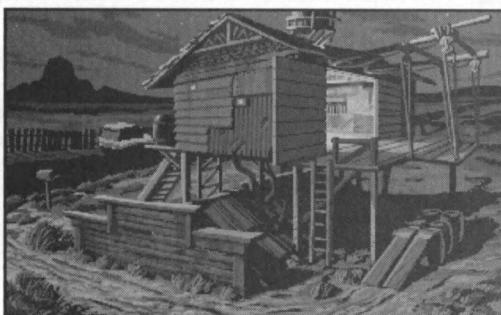
Mo's Fixit Shop and Downtown Melonweed

Help! I broke Ben's bike.

1. Ben doesn't carry Triple-A.

2. Of course, there does seem to be somebody working on the bike....

3. Don't panic. Mo can fix it. She just needs a little help from you.





I can get in the trailer, but no one's there.

1. Well, heck, Ben's a sociable kinda guy.
2. He'd probably like some close interaction with Todd.

3. Go back outside and try again. You want to get in the trailer while Todd is there.

I can't get in the trailer while Todd is there.

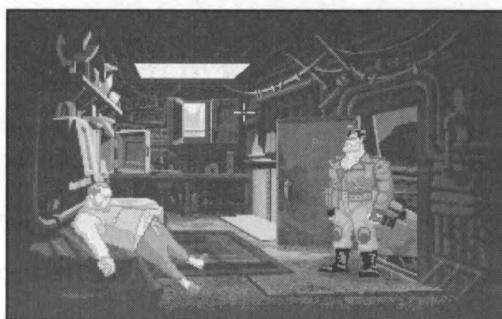
1. If you knock, Todd will come upstairs.
2. And if you kick, Ben can get in.

3. Knock first, then, when you see Todd's shadow under the door, kick the door down.

How can I wake Todd up?

1. There doesn't seem to be anything in the trailer that would wake Todd up.
2. Todd wasn't very helpful when he was awake.

3. Actually, you can't (it's just as well). Explore the trailer a little.



There's nothing in the trailer but Todd.

1. There's the cabinet (over Todd) with a lockpick on the door.
2. There's the refrigerator (on the back wall) with some meat in it.

3. Then there's that strange floor panel to the right...

I found the trailer basement. So what?

1. Admire Todd's art.
2. Admire Todd's art constructed with that big welding torch.

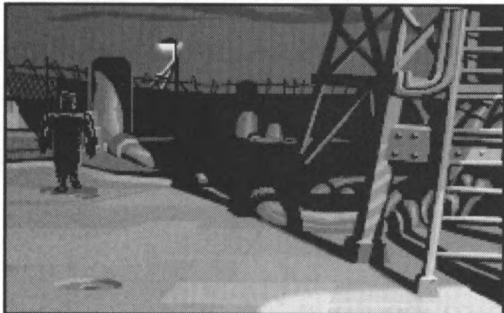
3. That welding torch doesn't belong to Todd. Have Ben pick it up.

The gas tower gate is locked.

1. The lock is too strong to respond to punching or kicking.
2. Ben's going to need a tool here.
3. There's a lockpick in the cabinet in Todd's trailer that should solve that problem. Use it on the lock.

Ben keeps getting shot. How do I disable the alarm?

1. The problem is not disabling the alarm, but avoiding the cops.
2. Find a place for Ben to hide.
3. Hide behind the tank in the back of the yard. This will bring the cops down to your level.



I'm still not sure how to get any gas.

1. Did you pick up the gas can and the hose at Mo's?
2. The cops' hover sled has a gas tank.
3. Use the gas can with the gas cap on the hover sled, then use the hose with the gas cap, then use the mouth with the hose.

I can't open the gate at the junkyard.

1. It doesn't respond to brute strength.
2. Still, there is a visible means of opening the gate available.
3. Try using the chain to the right of the gate.

I still can't get into the junkyard.

1. Actually, you want to climb the chain.
2. This means making sure that the gate won't go up. A lock would work well for this.
3. Use the lock from the gate at the gas tower with the latch on the junkyard door to fasten it, then climb the chain.



How can I trap that dog?

1. Little Todd (the dog) is very hungry.
2. He's not a vegetarian, and he's fond of drive-in restaurants.

3. Use the meat from the refrigerator in Todd's trailer with one of the two cars on the left side of the electromagnet yard (off to the right of the main junkyard).



What's the deal with the control booth in the junkyard?

1. In order to use it, Ben has to climb the tower into the booth.
2. There are several controls that operate the electromagnet.

3. The left-hand lever raises and lowers the electromagnet. The middle joystick moves the electromagnet around the yard. The right-hand button turns the magnet on and off.

How can I get rid of the dog?

1. It's not enough to trap him in the car. He'll still leave the car (briefly) to growl at Ben.
2. You've got to get him off the ground.

3. He's in the car that's wiggling. Use the electromagnet to pick up that car.

How can I get Ben out of town?

1. You have to get the cops away from the roadblock.
2. What did Ben do in Melonweed to attract the cops before?

3. Go back to the gas tower, set off the alarm, then get Ben out of there and on his motorcycle, headed out of town.



The Murder

Was there anything Ben could have done to prevent Malcolm's murder?

1. Yes, if he'd got there in time.
2. But no, since he got there too late.
3. And no, since it was a cut scene.

Back to Mo's

What is Ben supposed to do here?

1. Not a whole lot.
2. There's really only one thing that's changed since he was here last time.
3. Look at the debris where Mo's elevator collapsed, then go out to the road, get on his bike, and head out of town.

Back to the Kickstand

Ben's wanted for murder! How can I clear his name?

1. Ben can't afford a lawyer.
2. And the cops are inclined to shoot first and ask questions afterward.
3. Actually, it's going to take a while. At this point, Ben feels his first priority is finding a way to catch up to Mo.

How can I get out of town? There's a roadblock looking for Ben, and Emmet, the truck driver, won't give him a ride.

1. Ben has to help Emmet out.
2. Emmet needs some way to get past the roadblock.
3. He'll need a police ID.

Where can I find what I need to get out of here?

1. If it was in the bar, Emmet would have found it.
2. Emmet doesn't know about the dumpster.
3. Talk to Miranda. She'll give you the ID, and you can give it to Emmet.



The Mink Ranch

Where can Ben find a replacement fuel line?

1. There's no auto parts store in the neighborhood.
2. And Ben doesn't like to walk.
3. Look around the Mink Ranch.

Ben can't get into the barn.

1. He doesn't need any minks.
2. Mo probably doesn't need minks either.
3. Check out the house.

Mo's not in the house.

1. Ben needs to find something to help him out of this fix.
2. There's really only one place to look.
3. Open the trunk.

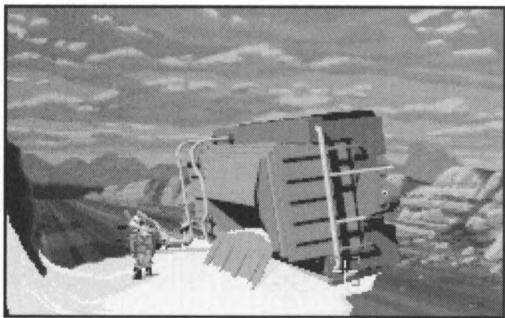
How can I open the trunk?

1. There's no key.
2. It won't respond to simple brute force.
3. Maybe Mo kept something useful under her pillow.

On the Road II

What's Ben supposed to do with all this fertilizer?

1. What does Ben usually do with an object that's lying around?
2. He's got big pockets.
3. Pick up some of it.



Where do the exits off Highway 9 lead to?

1. Frequently, a fight.
2. It's the Old Mine Road (Cavefish territory).
3. Ultimately, Cavefish headquarters and the ramp.

What's with the stop sign?

1. It's actually a road hazard stop sign.
2. It's put up to indicate a temporary obstruction.
3. The stop sign indicates the crashed truckload of fertilizer.

Who's in the blue hovercar that keeps following Ben?

1. The same guys who were waiting at the Mink Ranch.
2. The same guys who've been after Ben all along.
3. The blue car contains Nestor and Bolus, Ripburger's henchmen.

How can Ben lose Nestor and Bolus?

1. Nestor and Bolus, being criminals, are a superstitious and cowardly breed.
 2. The Cavefish are pretty spooky.
- They'll catch up with Ben, though, when he returns to the Mink Ranch.
3. Ben can lose them by going off Highway 9. Nestor and Bolus are scared of the Cavefish.



How can Ben get rid of Nestor and Bolus?

1. He can nearly get rid of them by driving through the fertilizer powder.
2. If there were a lot more powder on the road...
3. Have Ben lose Nestor and Bolus, then have each of the tire iron from the Minik Ranch on use the tire iron from the Minik Ranch on each of the truck tires.
4. Push over the fertilizer trailer, then have spilled fertilizer.

Why should Ben be interested in the gorge?

1. Because it's a scenic wonder.
2. Because Ripburger's on the other side.
3. Because Maureen's on the other side.
4. Because Full Throttle victory is on the other side.



How can Ben get across the gorge?

1. Read the roadside marker.
2. Ben needs to be like Ricky Myran.
3. He needs a ramp, a hoverfan, and booster fuel.

How can Ben get the ramp?

1. The Cavefish have taken the ramp.
2. They've stashed it in their hideout, which only they can find.
3. He needs to find the Cavefish hideout, which means he needs Cavefish goggles.

How can Ben get the Cavefish goggles?

1. Asking politely wouldn't work.
2. Neither would negotiating.
3. See the Combat Chart in Chapter 2.



O.K., so Ben's got the goggles. How does he find the hideout?

1. Same way the Cavefish do.
2. He has to use the goggles.
3. When he's on the Old Mine Road with the goggles, Ben must look for the special markings.

How can Ben steal the ramp from the Cavefish?

1. Stealing the ramp is easy, keeping the ramp is hard.
2. Ben has to elude pursuit.
3. Ben has to use the Cavefish's known weaknesses (impaired vision and steering by road dots) against them.
4. Hook the ramp to the motorcycle, then go to the bend in the cave road. Here, Ben gets off the bike and uses the ramp to remove the dots from the road. This gets rid of the Cavefish.

How can Ben get the booster fuel?

1. He can't just ask for it.
2. Negotiation still doesn't work.
3. See the Combat Chart in Chapter 2.

How can Ben get the hoverfan?

1. He'd have to get it from a vehicle with hovercraft technology.
2. There's only one hovercar in the immediate vicinity.
3. He has to take the hoverfan off Nestor and Bolus' car.

I can't find the hoverfan.

1. First, Ben has to wreck Nestor and Bolus' car.
2. Then he has to stop at the stop sign.
3. The hoverfan is on the wrecked hovercar, over the right rear fender. Use the tire iron to get it out.

O.K., I've got everything I need; how do I get Ben to jump?

1. Walk quietly up behind him and say "Minivan"—oh, you mean jump the gorge. His motorcycle needs the right parts.
2. It's not enough for Ben to just have them in his inventory.
3. Use the hoverfan with the motorcycle.



Next Stop — Corville



What is there to see in Corville?

1. Ben doesn't have a guidebook.
2. He'll have to do his own reconnoitering.

3. The big building is the factory, in front and to the left (under the arch) is the entrance to the Smash-A-Torium (complete with souvenir stand) and in the far distance to the left is the Vulture hideout.

How can Ben get into Corley Motors or the Smash-A-Torium?

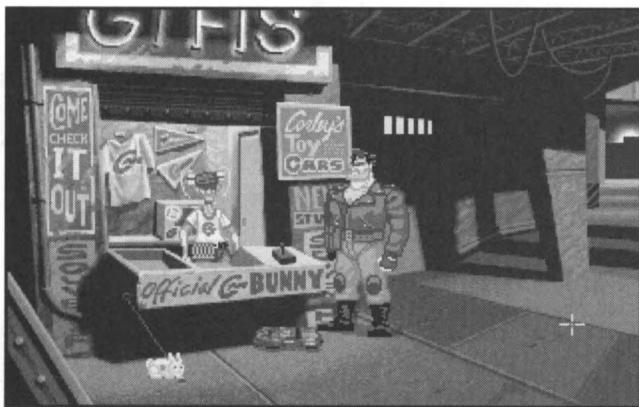
1. The guards won't let him in the front door.
2. And only Maureen would know if there's a secret entrance.
4. Visit the Vultures first.
3. Maureen's hiding out with the Vultures.

Ben can't get to the Vultures.

1. He'd need something to cross the minefield and set off the bombs.
2. He wouldn't use anything that was alive.
3. Get the mechanical bunnies from the souvenir stand.

Horrace (the souvenir guy) won't give away his merchandise.

1. He's very attached to his wares.
2. And he's got his eye on Ben.
3. Ben has to distract him, using the merchandise.



What could divert Horrace?

1. The bunny on the counter won't do it.
2. And Horrace won't let Ben have anything behind the counter unless he pays for it.
3. Use the radio-controlled car.

The car went dead.

1. You need a battery.
2. The bunnies have batteries.
3. Steal the bunny in front of the counter.

Horrace won't let me have a bunny.

1. He likes to talk about merchandise.
2. Especially the shirts.
3. Ask him if the shirts are all-cotton, then, when his back is turned, steal the bunny. Use the bunny with the minefield to get the battery.

What am I supposed to do with the battery?

1. Put it in the car.
2. Play with the joystick.
3. Drive the car around the corner and through the gate. Horrace will chase it, and Ben can then grab the box of bunnies.

Ben lost all his bunnies.

1. Where did he get them?
2. Go back to the souvenir stand.
3. Have Ben catch them before they explode.



What can Ben do with all these bunnies?

1. Play with them.
2. Release them one at a time.
3. Follow their footprints across the minefield.

The Vulture Hideout

Ben seems a little — er — tied up.

1. Ben needs to prove that he didn't kill Malcolm.
2. He needs to prove that Malcolm liked Ben and confided in him.
3. He needs to threaten to call Mo names, then refer to her as "The Diapered Dynamo."

The Smash-A-Torium

What's the plan again?

1. Ripburger needs to believe Mo and Ben are dead.
2. The Vultures need to grab the hardtail.
3. Ben needs to smash into Mo's car (the yellow one), thereby setting himself on fire. Mo and Ben can escape while the gang grabs the bike.

Why does that blue car keep getting in the way?

1. It's driven by Nestor and Bolus.
2. They won't let Ben get to Mo because they're trying to smash into him.
3. Ben needs to put Nestor and Bolus out of commission by driving off a ramp and on top of them.

The blue car never seems to be in the right place to incapacitate it.

1. It's almost in the right position at the end of the right-hand ramp.
2. Nestor and Bolus' car is approximately one car width away from the end of the right-hand ramp.
3. Ben needs to jump off the centre ramp and onto the orange car. He can then push the orange car to the end of the right-hand ramp where it will act as a bridge and let him jump off of the right-hand ramp onto Nestor and Bolus', blue car.

O.K., Ben's on fire. Now what?

1. The guards on the hardtail won't be distracted by just one driver on fire.
 2. It would take a major fire.
3. Ben has to set all the hay bales on fire by running up to them. This is what Suzi calls "a distraction."

Ben still can't lose Nestor and Bolus.

1. Nestor and Bolus aren't wearing asbestos suits.
 2. A fire would probably slow them down.
3. Have Ben head for Maureen's burning wreck in the center of the arena.



Nestor and Bolus keep shoving Ben up on the orange car and he can't get near the fire.

1. He needs a getaway car.
 2. The orange car is disabled.
3. Ben should jump on their car. When they get near the fire, he can jump off. Then they'll chase him through the fire.

Back to the Vultures

What's with all these motorcycle parts?

1. Maureen has disassembled the hardtail, looking for the key to her father's safe.
 2. The parts have the key.
3. Have Ben look at the parts. Write down the numbers.



The Corley Caper

How can Ben get into Corley Motors?

1. Remember what Mo said.

2. Mo would wait for something to happen, then kick the crack.

3. Wait until the meters turn black, then kick the crack at the point that would have been eye level for a very small Mo.

Where's the safe?

1. In Malcolm's office.

2. In front of the desk.

3. In the floor.



What's the combination?

1. It's on the carburetor.

2. It has six numbers and no letters.

3. 15-44-92.

How can Ben mess up Rip's plans?

1. Reading the will would mess up Rip's plans.

2. But the will is on audio tape.

3. Ben gets into the projection booth using the key card from the safe. He then needs to play the will on the reel-to-reel tape player in the projection booth.

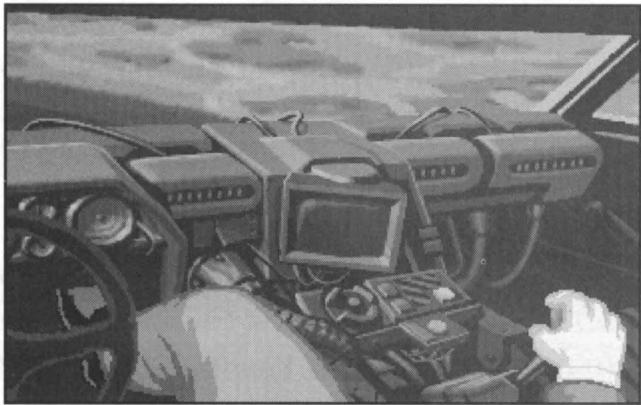
Mavis won't let Ben into the booth. How can he distract her?

1. Mavis is very attached to her equipment.
2. Especially the projector.
3. Messing up the projector will distract Mavis.

What Ben's doing doesn't delay Mavis long enough.

1. The projector has two levers.
2. Both levers need to be moved to really mess up the projector.
3. Have Ben use the rear, or left, lever (motor) on the projector once (so it's in the down position), and the front, or right, lever (lamp) twice (so it's in the up position).

The Finale



Things don't look good for Ben. How can he get to Rip from the front of the truck?

1. He can't crawl around the side, or Rip will shoot him.
2. He can't block the windshield with the top panel because Rip knocks it down with his cane.
3. He's got to crawl back through the engine compartment.

Ben can't get into the truck because of the fan.

1. Ben needs to stop the fan.
2. Sticking something into the fan would stop it.
3. Grab Rip's cane and use it to stop the fan.



O.K., Ben's on the back of the truck. How can he get to Rip?

1. Actually, he can't. Not yet.
2. He has to try and stop the truck.
3. Disconnect the fuel line so that the truck will stop.

What can Ben do to make the truck stop?

1. Pulling on the fuel line won't work.
2. Ben needs a tool.
3. Use the tire iron in Ben's inventory to loosen the rightmost fuel line.

What can Ben do to make the plane stop?

1. Planes are usually stopped from the cockpit.
2. He's got to get to the ladder that leads to the cockpit.

How can Ben get to the cockpit?

1. He has to avoid the guns.
2. The guns are mounted on the outside edges of the truck.
3. Run to the middle of the plane, wait, then run to the ladder.

What control makes the plane stop?

1. Ben has to bring up the computer menus by pressing the button.
2. The only thing that would work would be raising the wheels.
3. The correct sequence is CONTROL SYSTEMS / TAKE OFF / POST TAKE OFF / GEAR / RAISE GEAR.

What can Ben do about Ripburger?

1. Ripburger has gone berserk and will keep trying to kill people as long as he lives.
2. Ripburger is hanging by his coat from a machine gun.
3. Retract the Machine Guns.

How can Ben get away before the truck explodes?

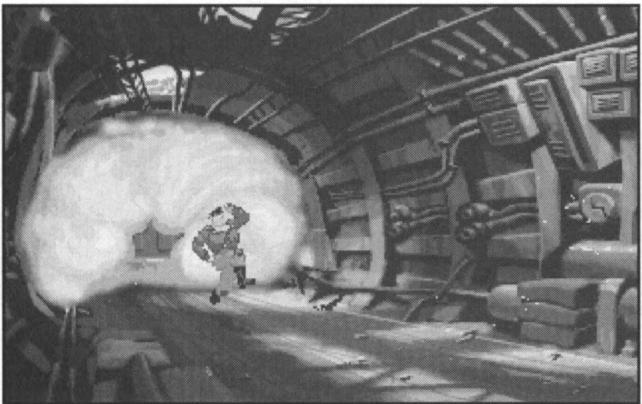
1. Activate the truck menu.
2. Find the part that retracts the guns.

3. The sequence is: MAIN MENU / DEFENSE MENU / MACHINE GUNS / CONTROL / SYSTEM OFF.

How can Ben get out of the falling plane?

1. First, get rid of Ripburger.
2. Climb out of the cockpit.

3. Find and use the bike.



O.K. Kans en Gevolgen: Wat kan de wolf doen dat niet wort?

Wat kan Ben doen om de wolf te stoppen?

Wat kan Ben doen om de wolf te stoppen?

Wat kan Ben doen om de wolf te stoppen?

Wat kan Ben doen om de wolf te stoppen?

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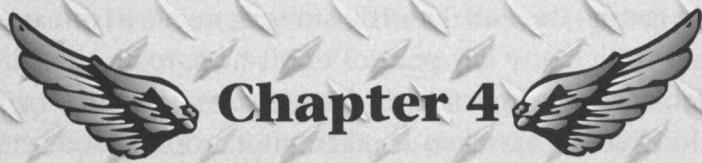
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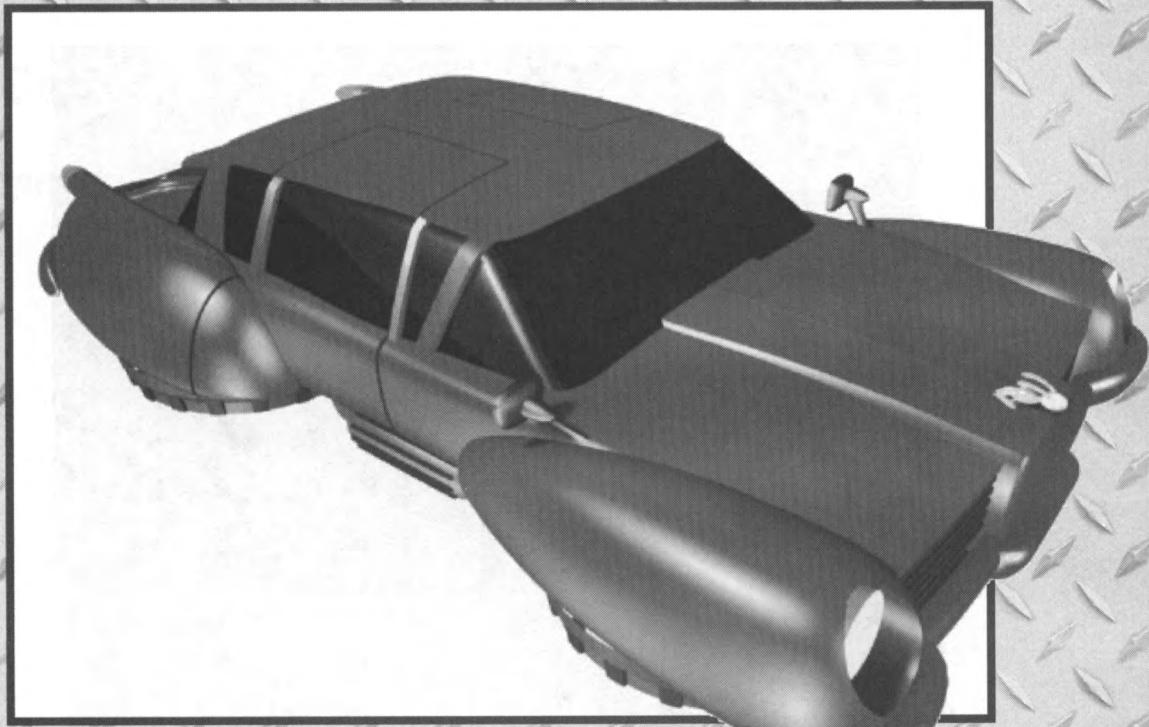
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Chapter 4

Road Map





In this chapter, you'll get a comprehensive walk-through, or set of solutions, to the game. The Full Throttle story unravels in a reasonably linear fashion. While many key puzzles don't have to be solved in a precise order, the major puzzles do. The best way to describe this is to discuss Melonweed, where Ben is taken after a horrendous crash early in the game that completely trashes his bike. There are four places to visit and each contains important items, people, and information. The order in which you visit these locations doesn't have to be exact, but every stop must be made and every item mentioned in the walk-through must be grabbed to get Ben's bike back up and on its wheels.



A slice of Melonweed.

Don't be intimidated by the length of this walk-through, or overwhelmed by the game's many challenges. Full Throttle is, above all, an adventurous ride through the badlands with motorcycles and mayhem. It should be savored over several sessions.

Now you're ready to mount the comfortable confines of Ben's bike, take a good whiff of air, rev up the bike, and pop a wheelie, or, if

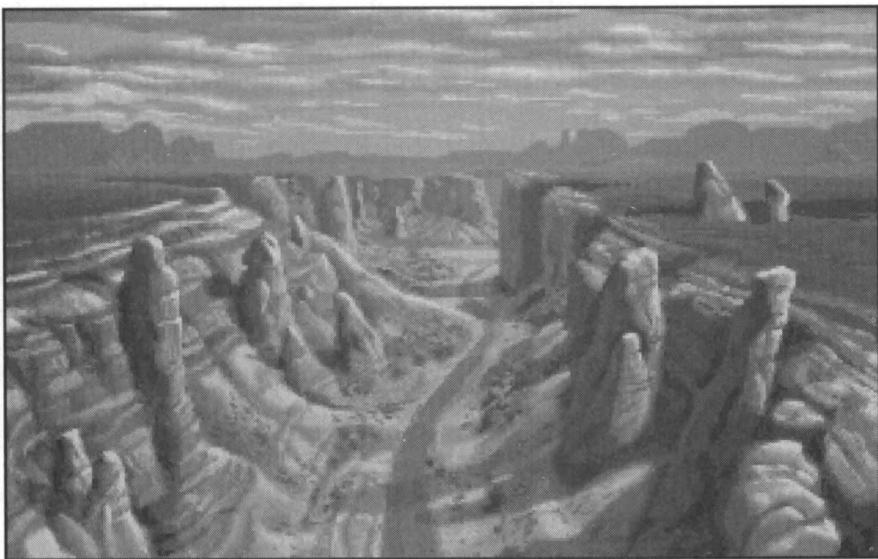
offroad, rail the berm. Speed to the front of the Polecats while grooving to the hard-drivin' tunes that fill the airwaves, and burn out down the road with your gang in perfect formation.

Just up ahead is a posh hoverlimo. You can barely make out a couple of suits inside, but what really burns you up is an incredibly tacky cherub hood ornament. Lick your chops and give a silent signal to the rest of the Polecats. Buzz the suits with a flying wedge. Smash that cherub and tool on up the road.

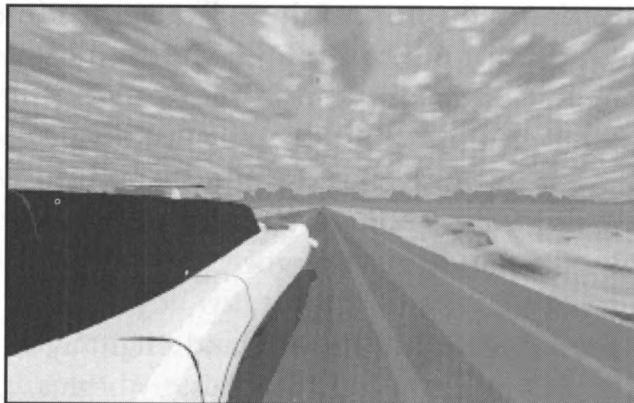
Live to gloat about your escapades at the Kickstand, Highway 9's fashionably seedy biker bar. There, the Full Throttle story begins....

CRUISIN' HIGHWAY 9

Where in the World is Ben?



Highway 9 seen from the LucasArts traffic copter.



Ben and the Polecats are speeding up behind the Corley Motors hoverlimo.

Step-by-Step



From *The Melonweed Daily Star Picayune*, July 18

Corley Motors Vice President Adrian Ripburger announced today that the annual Corley Motors stockholders' meeting would be the scene of a dramatic change in production and marketing strategy. Ripburger's overnight rise to executive status 10 years ago, following his appointment by founder and CEO Malcolm Corley, quickly earned him the nickname "Boy Wonder." His ideas for a radically downsized work force and streamlined manufacturing through robotization have effectively eliminated any competition for the motorcycle



(Continued from previous page)

manufacturer, and investor anticipation following this announcement has boosted prices on Corley shares a full 17 points. Malcolm Corley would not comment on the proposed moves, but insiders have heard him say the company would change "over my dead body."

It's a steaming day outside, but you wouldn't know it from the chill inside the limo — and it's not just the air conditioning. Malcolm Corley, owner of Corley Motors, (he's the old guy) and Adrian Ripburger, vice president of the company, (he's the creep) are having one of their regular arguments. Ripburger wants a motorcycle escort to the shareholders' meeting. Corley doesn't like the idea for three reasons:

1. *Ripburger suggested it.*
2. *Ripburger doesn't know diddly about motorcycles.*
3. *Having rude, crude, violent, dirty, beer-swilling, outlaw bikers associate with Ripburger would be an insult to the bikers.*

From *A Social History of the Motorcycle* (Chapter 3, "The Corley Years")

It is certainly easy to understand why there has been much academic speculation about the origin of the Freeway Tribes. Adopting totemic animals as their symbols and motorcycles as their vehicles of choice, these nomadic brotherhoods of outlaws-on-wheels quickly worked their way into the popular mythos. Perhaps it was the looming physical presence of the Corley Motors factory itself that inspired the four most famous (and notorious) of these tribes — the brutal Rottwheelers, the mysterious Cavefish, the fearsome Vultures, and, most legendary of them all, the powerful Polecats.

Suddenly there's a cloud on the horizon and a rumble like distant thunder. A storm's coming — a storm of Polecats. The gang moves up and past the limo, except for one daring rider at the point of the formation who goes straight over the top and down the other side.

Ripburger is momentarily terrified, but Malcolm is enthralled. It's like he's thirty years younger with a throbbing engine between his legs and the wind in his hair. There's an open road before him, and he's going... FULL THROTTLE.



THE KICKSTAND

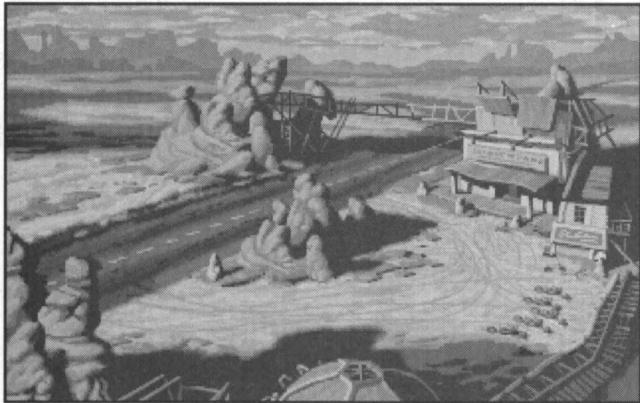
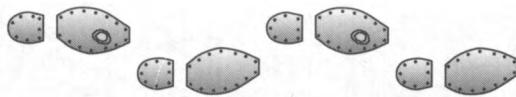


Where in the World is Ben?



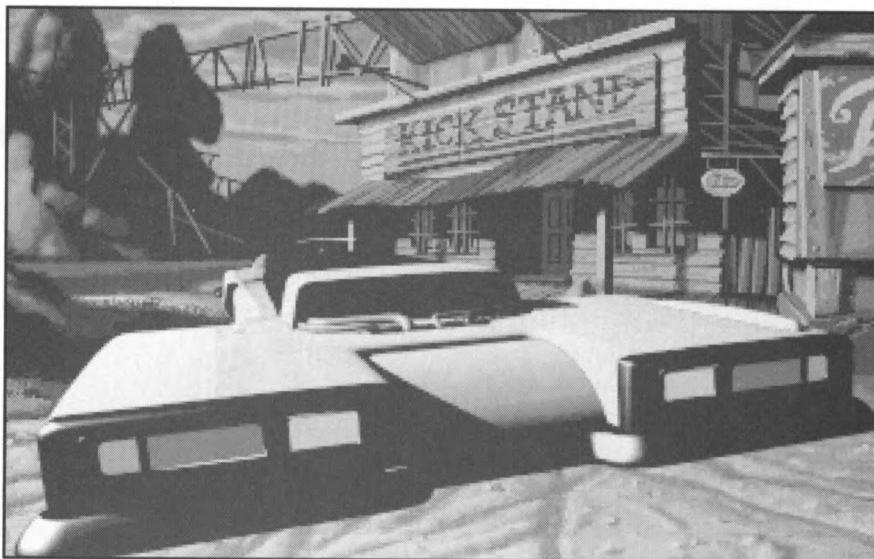
Artist's sketch of the Kickstand.

Step-by-Step

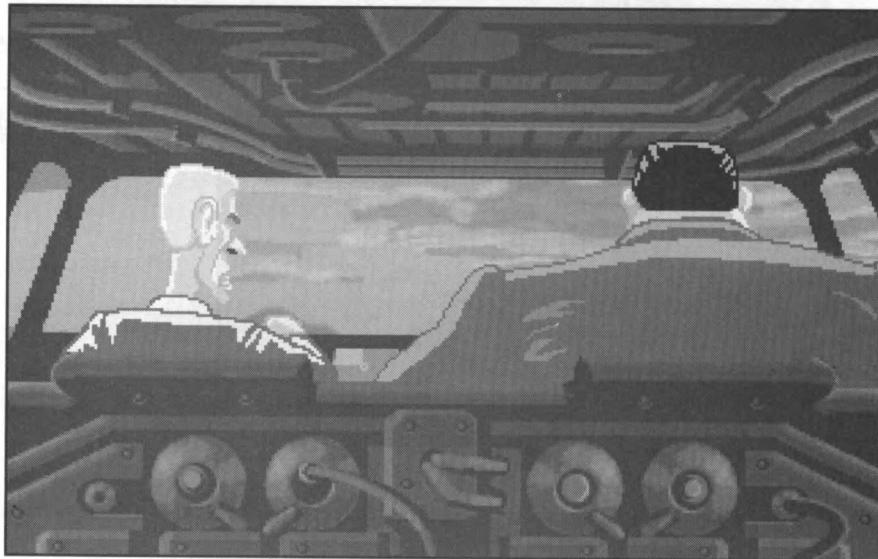


Welcome to the Kickstand, a desert oasis and hangout for the Polecats. The gang may be partying, but Darrel, Ben's right-hand man (he's the guy on the right), is worried. The gang needs money. Ben's in touch with the ways of the Road, though. He knows that something big is coming — the Corley hoverlimo.





Malcolm goes in to party with the boys while Ripburger sulks in the car. His chauffeur/bodyguard, Bolus, and flunky, Nestor, try to cheer him up, but Ripburger has an agenda for the stockholders' meeting that doesn't include a report from the chairman.



Ripburger makes his way into the bar with an offer for the Polecats. He wants a motorcycle gang escort, but Ben's not buying. When he hears that Malcolm is dying, though, Ben's willing to go out back and listen to what Ripburger has to say. Ben doesn't notice the high sign Ripburger gives Bolus...



...and the next thing he knows, the lights go out.





Bolus takes off on Ben's bike, and the gang follows, thinking it's Ben. Meanwhile, Ben is about to wake up to a hands-on lesson in waste management.



Progress checklist

- Get knocked out and thrown in the dumpster.

Noise from a Dumpster

From *The Eco-Handi Dumpster™ Instruction Manual* (ver. 7.1)

The Eco-Handi Dumpster™ is built of the best, most secure, corrosion-resistant materials available in the industry. We guarantee unconditionally that every part of this unit is leakproof, impenetrable, and maximally secure — except, of course, for our patented E-Z-Open Door™. No matter what kind of unwanted trash you have to recycle through our country's fine system of toxic waste reutilization and sanitary landfills, Eco-Handi provides a reliable, short-term way station to a greener world. Remember, when you think of garbage, think Eco-Handi.

So Ben needs to punch the lid of the dumpster closest to the Kickstand open. If you feel the need for unbridled violent behavior, go ahead and punch the dumpster with Ben inside for a few minutes before you punch the lid. Great therapy!



Now Ben is out and about. If you move the cursor to the far right of the screen, it should turn into a solid red arrow. This indicates an exit

from the "room" you are in. It doesn't matter if Ben is outdoors, a screenful of scenery is still called a "room" in adventure gaming. It just makes things easier to talk about.

If you click once on the arrow, Ben will walk in the direction of the arrow until he leaves the room. If you click twice on the arrow, he will be instantly transported to the next room. (Don't worry, he won't notice the difference.)

It's the outside of the Kickstand; the limo and all motorcycles but Ben's are gone. You can try and send Ben for a walk down the road if you want, but I doubt if he'll go for it — he's not a walking kind of guy. He'd probably rather use his bike. To do this, move the cursor over his bike and use the Hand in your action interface. Any time you want to use or pick up or punch something, use the Hand.





Uh-oh. Someone took Ben's keys, and Ben's not too happy about it. Looks like it's time to ask a few forceful questions. You could try knocking on the door, but would Ben really stop there? Why do you think they call it the KICKstand?



Progress checklist

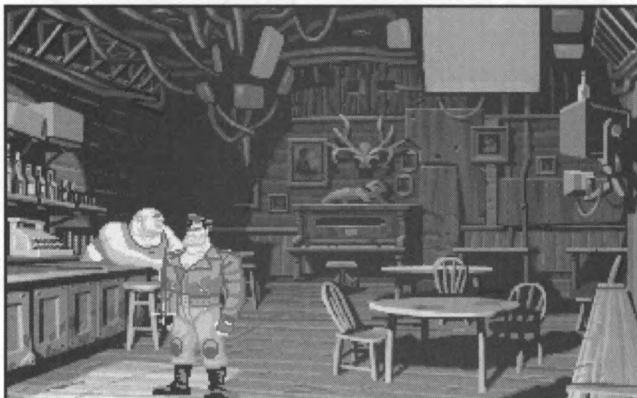
- Regain consciousness.*
- Get out of the dumpster.*
- Enter the Kickstand.*

Convincing the Kickstand Bartender

From *The Kickstand™, Inc. Owner/Operator/Franchisee's Policy Manual*

Welcome to the wonderful world of Kickstand™ merchandising. If this is your first franchise, congratulations on wisely choosing Kickstand as your passport to economic security. In addition to its economic benefits, Kickstand ownership carries with it a proud tradition — the legend of the Wild West saloon. In the frontier community, the bar owner was frequently a prominent social figure — the equivalent of priest, counselor, loan arranger, and also a sort of banker, since he would sometimes safeguard small valuable objects for transients.

As heir to this tradition, you will find your Kickstand occasionally serving as the scene of boisterously good-natured community celebrations. You must remember, though, that each Kickstand is there to serve the whole community, and the last thing a Kickstand franchisee wants to do is take sides in any dispute. Always remain staunchly neutral — unless, of course, your safety or the safety of your property is in jeopardy....



So Ben goes in and talks to the bartender (that's part of what the Mouth in the action interface is good for). The longer he talks, the angrier he gets. Ben wants information and he wants his keys, but most of all he wants to cut the bartender down to size. You've got to hand it to Ben...or rather, (once you've brought up the action interface with Hand, Foot, Mouth, and Eyes) you've got to Hand it to the bartender.



Hey, all you need to do is explain things to people in a way they can understand, and they get real cooperative. Now Ben has his keys back and he knows two things: that the gang is somewhere down the road, headed for an ambush, and there was some talk about killing him off and making it look like an accident.

His first priority, however, is finding the gang and warning them. Ben heads outside, mounts his bike, and hits the road.



Progress checklist

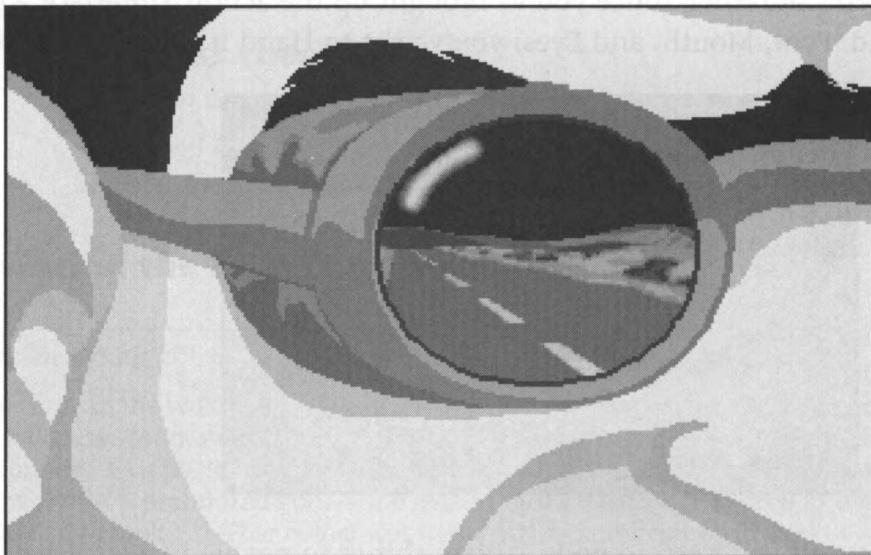
- Manhandle the bartender.*
- Get your keys.*
- Take off.*



THE OPEN ROAD



Where in the World is Ben?



Highway 9, reflected in Ben's shades.

Step-by-Step



From *The Social History of the Motorcycle* (Chapter 3, "The Corley Years")

...the Rottwheelers. Although some members of the Tribe affected a certain flamboyant bravado, the overriding characteristic of the Rottwheelers was an almost mindless brutality, and it was at that level that any challenger would have to approach them. The strategic finesse of the Vultures or the psychic intimidation of the Cavefish were alien to the Rottwheelers. Fists, simple (sometimes medieval) weaponry, and seemingly endless brawls seemed the totality of their existence...



Right, a Rottwheeler. Just what Ben needs to make it a perfect day. He's got no time for this guy, and no patience, either. The odds are only about one to one, so Ben figures the Rottwheeler is roadkill. By moving your mouse right and left, you move the motorcycle right and left. By clicking, you throw a punch. Keep punching 'til the Rottwheeler takes a dirt bath.

Now that Ben has done his part to beautify the highway, he can resume his mission — warning the gang. Just one little wheelie for the hell of it, and...whoa! Did we say something earlier about Ben hitting the road? We didn't mean bouncing off the asphalt! Sabotage! That's what the bartender meant! "Aaarrggghhhh!"



Progress checklist

- Beat up a Rottwheeler.
- Pop a wheelie.
- Eat gravel.



MELONWEED



Where in the World is Ben?



People actually live here? What a stink!

Step-by-Step



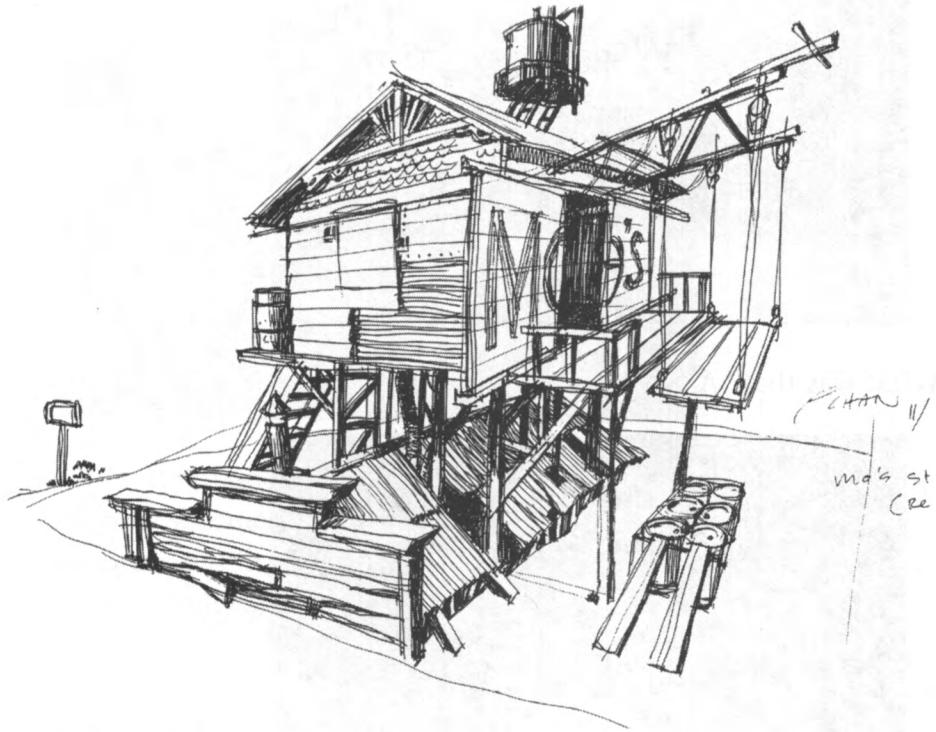
From "Sometimes It's Tough To Be A Biker's Old Lady," © Sally Sturgis and Motorcycle Music, Inc.

Sometimes it's tough to be his Old Lady,
Knowin' it's his bike that he loves best.
There will be tuff times,
There will be ruff times,
But it's his name that's on your chest.

Stand by your dude,
And show you're glad to see him,
And bring him bail to free him
When he is drunk and busted.

Stand by your dude,
Patch him up when he is battered,
Fix his bike when it gets shattered.
Don't forget he likes his women rude.
Stand by your dude.

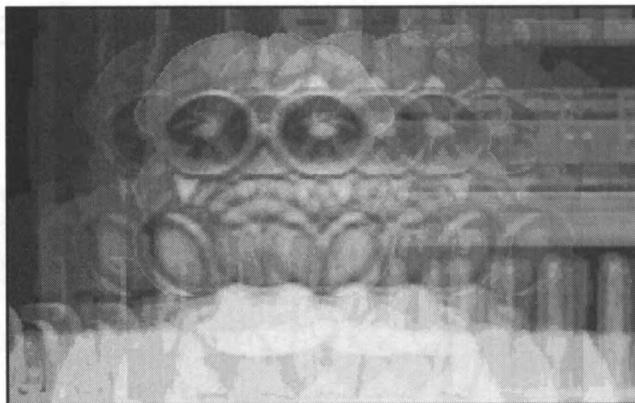
Mo's Fixit Shop



Artist's sketch of Mo's Fixit Shop.



The finished product.



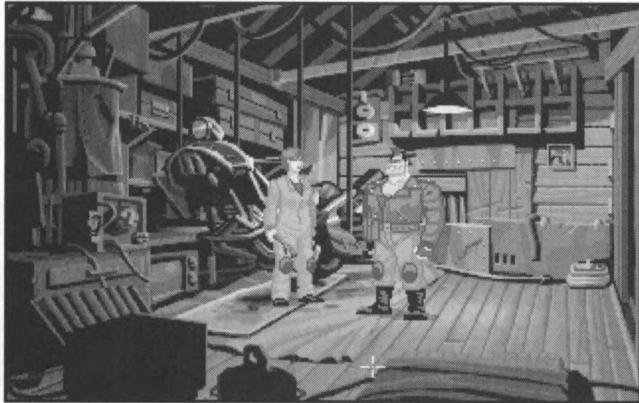
What was that? A Cavefish?



No, it's a woman in a home-made painting mask who says her name is Maureen.



Apparently another woman, a reporter named Miranda, found Ben after the crash and brought him and his bike to Maureen for repairs.



Ben is grateful and wants to get going, but apparently his bike still needs work. Specifically, it needs gas and a new front fork (the part of the motorcycle that connects the handlebar to the front wheel). Ben also needs a welding torch since somebody stole Maureen's. Before he heads out, Ben better pick up the gas can and hose lying on the floor — easier to get the gasoline that way. And what's that picture on the wall? Little Mo at Pete's Mink Ranch?





From a radio advertisement for Pete's Mink Ranch, courtesy of KCOR FM

...it's just east of Melonweed on Highway 9, or if you're coming from the gorge, head west until you see the big green barn. This is Old Uncle Pete sayin', "C'mon down to the Mink Ranch," and don't forget to bring the kiddies — they'll love looking at the little varmints before they're skinned...the minks, that is. Heh, heh, heh...



Ben strolls outside and runs into Miranda. A brief conversation with Miranda might be useful — useful in discovering what a warm, caring person she is, especially if you ask her for a ride. No wonder everybody's down on the media.

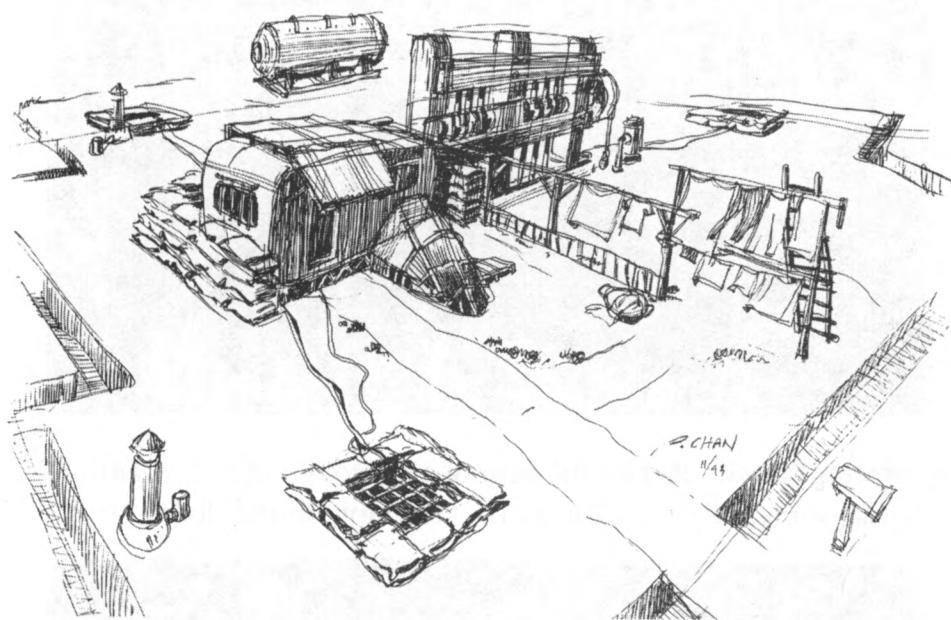


Progress checklist

- Regain consciousness.*
- Get the gas can.*
- Get the hose.*

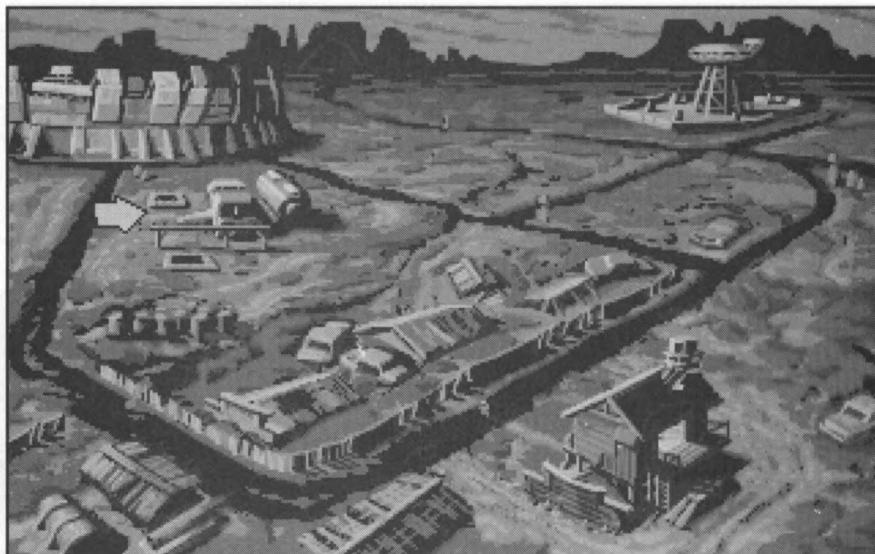


Todd's Trailer

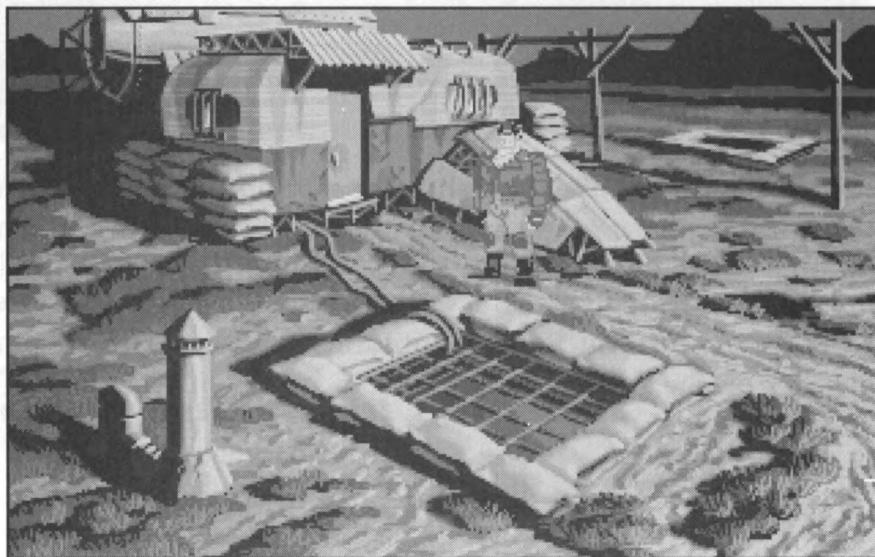


Artist's sketch of Todd's trailer.

Ben needs to go shopping in beautiful downtown Melonweed, but the only place he sees any lights on is at that trailer due north of Maureen's house. Move the cursor near there until the red arrow appears, then double-click on the arrow.



Interesting sounds and lights coming up through that skylight — almost like someone was welding. Try knocking on the door.



Knocking just never seems to work for Ben. Well, there's always kicking down the door as an ice-breaker.



Gee, I guess Ben's not very popular. But where did that guy go? Maybe he's in that cabinet to the left.



Nope, but we might as well pick up the lockpick. You never know.... Hmm, maybe he's hiding in the refrigerator on the back wall.



Nope, nothing there but meat. Pick that up too. Let's go outside and try this again. Hey, the guy's back in the basement (Ben didn't know trailers had basements). Try knocking again to get his attention, then kick the door as soon as he says something, or, for added humor, keep knocking.



Aw, he decided to take a little nap. Wasn't there a chest of drawers over on the right where that funny-colored piece of floor is? Ben walks over there, and...hey, this trailer has a basement!



Apparently, Todd, the trailer guy, thinks he's an artist. Apparently he also doesn't think the concept of private property applies to artists; that's Mo's welding torch by the workbench. Ben picks up the torch to take it back to Mo.

Well, that's one down and two to go (gas and front fork).



Progress checklist

- Inflict grievous bodily harm on Todd.*
- Get the lockpick.*
- Get the meat.*
- Get the welding torch.*

Gas Tower



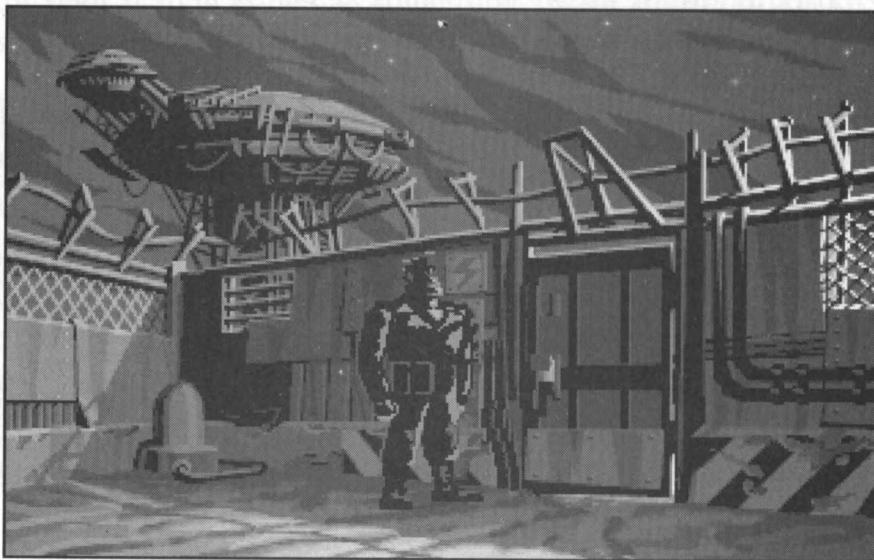
Melonweed, with the gas tower in the distance.



Seems like that large gas tower to the right might be a good place to go next. Don't forget to double-click on the arrow to get there quicker.

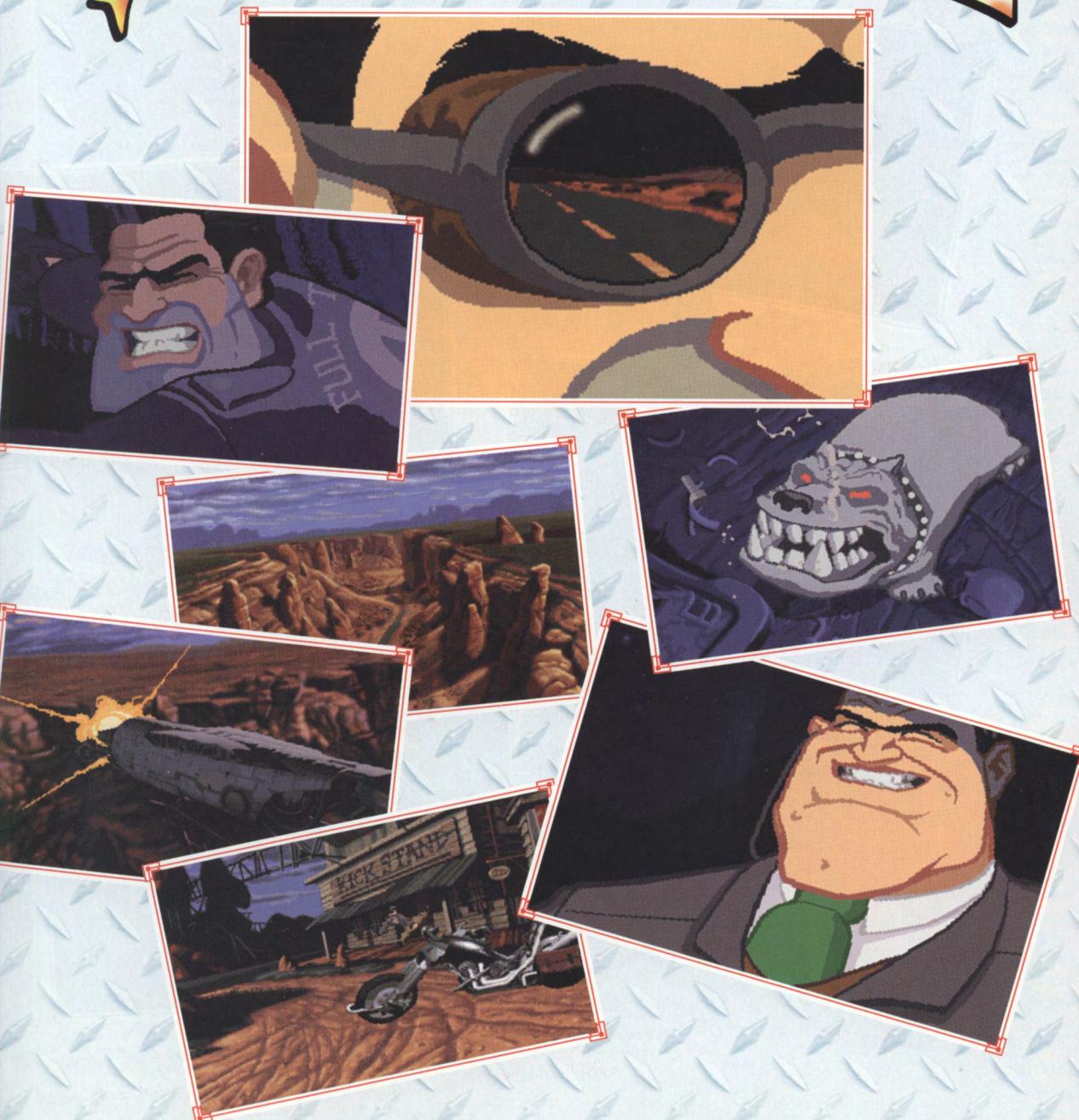
From a print advertisement for Q-Mart Security, courtesy of *The Melonweed Daily Star Picayune*

No matter what your industrial security needs, Q-Mart Security stands ready to protect your person and property with state-of-the-art alarm systems and armed hovercopter patrol response. In these days of limited petroleum supplies and rampant thievery, gas tower owners may be interested in our introductory offer that provides alarm systems for tower approaches and armed 24-hour protection of the tower itself for a very reasonable price. Surveillance of the yard surrounding the tower is available for a modest surcharge. And speaking of gas shortages, don't worry about our hovercraft officers running low — we always send them out with a full tank, thanks to our exclusive contracts with major petroleum distributors.



Oh, gee, it's a locked gate. They don't respond very well to kicking, but they do respond well to picking — lock picking, that is. Right-click to bring up your inventory interface skull.

FULL THROTTLE™



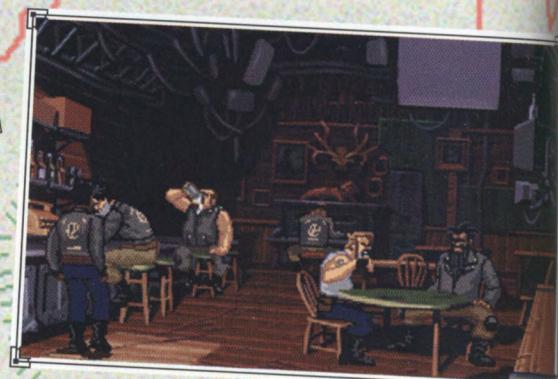


BEN'S PHOTO ALBUM

Some highlights from the Corley Caper.

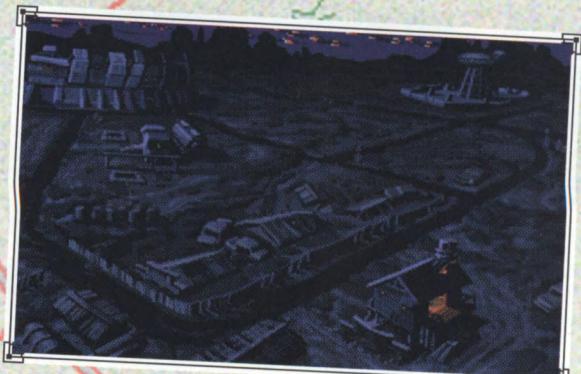


I've had some good times at the Kickstand - but ending up in a dumpster with my bike keys gone doesn't qualify.



The Polecats - a great bunch to ride with. Lefty isn't here because he was visiting his old lady's folks. He later said he'd rather have done the jail time with the rest of the guys.

I can't say this limo brought me nothing but trouble. I got to meet Malcolm - one of the last of the real bikers, and maker of the last real bikes. Here's to you, M.C.



Melonweed. What can you say good about a town that doesn't even have a bar? Well, you could say something good about Mo...but that's a closed subject.

BEN'S PHOTO ALBUM



When Mo and I got together,
the sparks flew...



The Corley factory - home of the finest. Also, stomping grounds for Adrian Ripburger, primo greedhead and capitalist weasel. Still, he who stomps last, stomps best.

Don't know why I kept a photo of this place, except to remind me that dogs aren't always man's best friend.

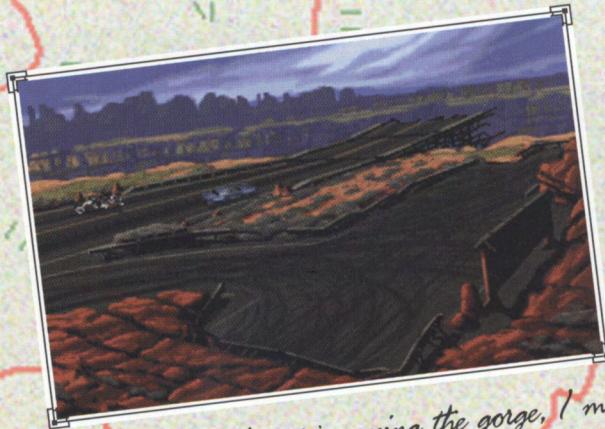
I hung this one up on the dart board at the Kickstand. Had to replace the board, though, 'cause the boys kept using knives instead of darts.



Altogether too weird hideout of the Carefish. They're on some kind of mystic voodoo trip about the spirits of dead bikers. Creepy.



FULL THROTTLE OFFICIAL PLAYER'S GUIDE

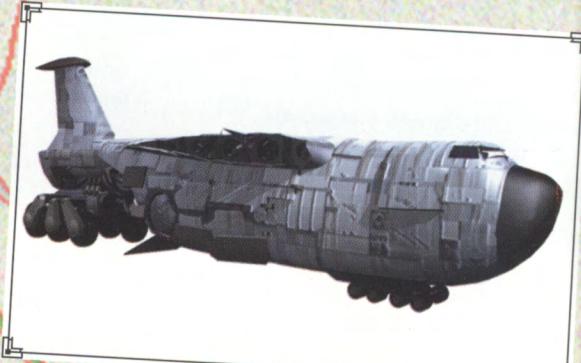


If I'd thought more about jumping the gorge, I might not have done it - but riding a bike's not about being careful. What was it like? I'll loan you the ramp if you're really curious.

Riding away from the Vulture hideout - always a good plan.



Not my sort of vehicle - it's too slow and not maneuverable enough. Still, you got to hand it to the Vultures - a hideout on wheels could come in handy.



I once rode a bike this way. I was a dodging bullets at the time.

BEN'S PHOTO ALBUM



Don't drag race a semi unless you're sure you've got the edge in horsepower. As usual, I didn't have much choice.



Happy endings are for civilians. Well, maybe Mo's happy. I hope so. Best bike mechanic I ever met.



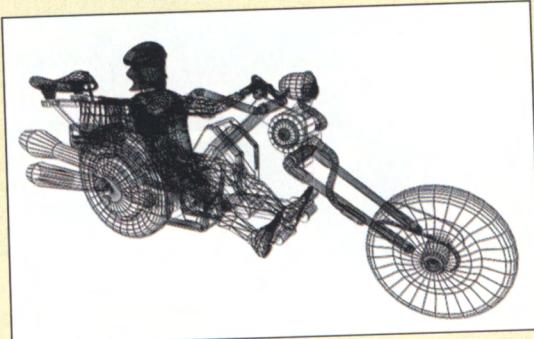
You see, officer, we were just minding our own business, hanging out at the gorge...





THE MAKING OF FULL THROTTLE'S 3D ART

When 3D artists begin designing an object (like a Full Throttle motorcycle or hovercraft) they start with a wire model — a software-generated 3D "skeleton" that defines the shapes that make up the overall form. They then use specialized software to "paint" the surfaces on the outside of the "skeleton." On these three pages you'll find a few "before and after" examples of finished art and the wire models that were used to make them.

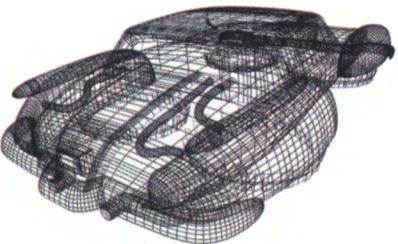


**Here's a wire model for
a typical Vulture on a
typical Vulture bike...**



**...and the resulting
rendered art.**

THE MAKING OF FULL THROTTLE'S 3D ART



Nestor and Bolus'
hovercar, as originally
designed...

...and the
finished product.



These two views of
Ben on his Corley...

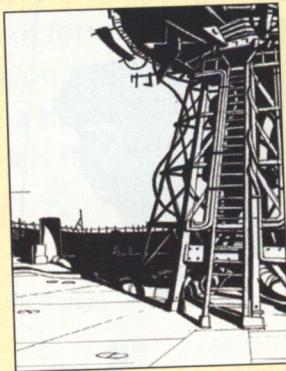
...show off the
visual impact and
flexibility of fleshed-
out 3D models.





FULL THROTTLE OFFICIAL PLAYER'S GUIDE

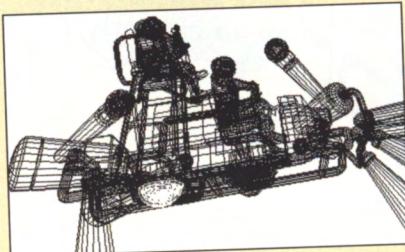
When 3D objects are moved around other, stationary 3D objects, a "blue-screen" technique is generally used, in which these two objects are developed against a neutral background and then one is overlaid on the other and both objects are superimposed on a 2D background. The pictures here demonstrate the way this technique was used to construct the shot of the hoversled patrolling the tower.



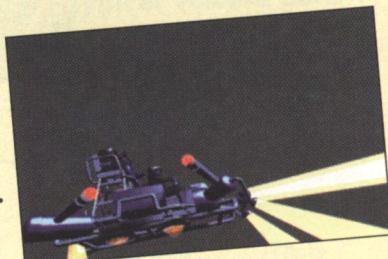
The original sketch of the gas tower.



The finished gas tower.



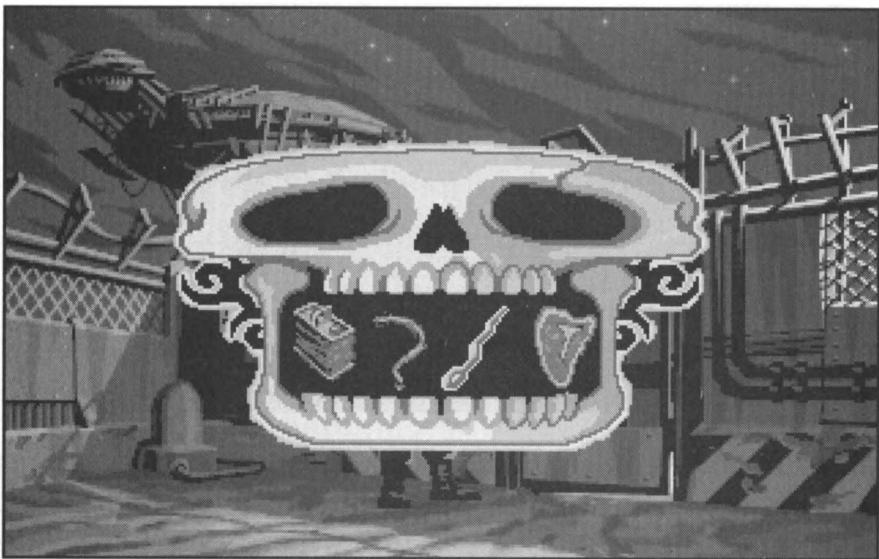
A close-up of the wire model for the hoversled.



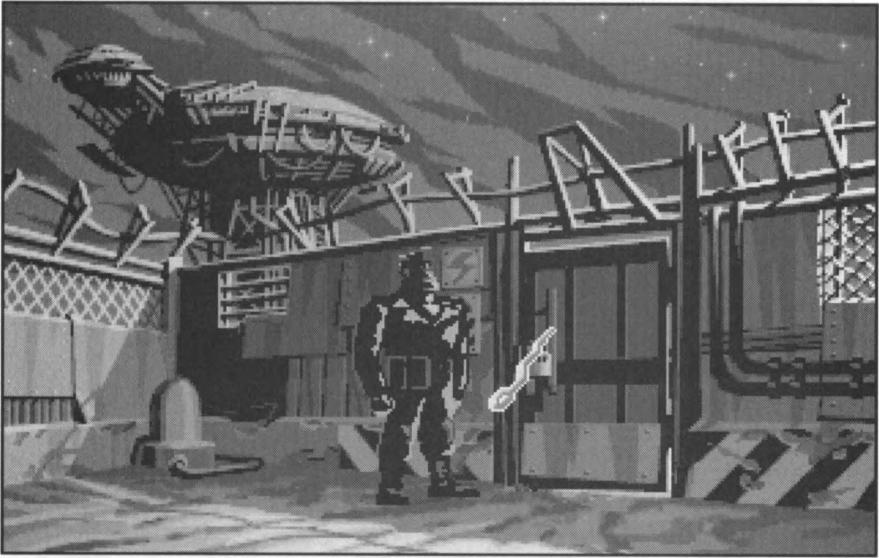
The hoversled on a blue-screen.



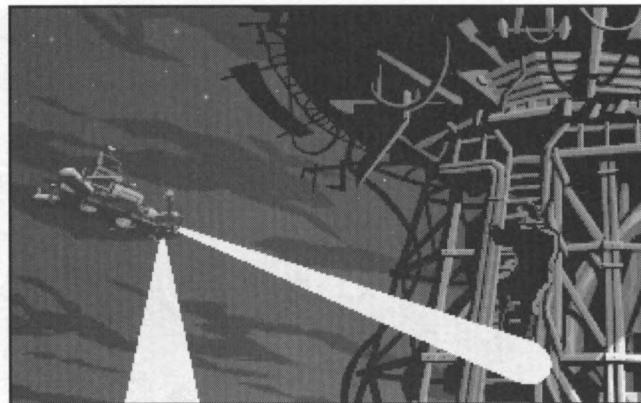
The impressive results.
Add motion and this scene
really comes to life.



Click on the lockpick and drag it out of the skull. Your cursor should now become the lockpick.



Position the lockpick over the lock and click again. Ben opens the gate, being careful to pick up the discarded lock (he may be a rough, tough biker, but he's no litterbug) and walks into the gas tower yard.



Ben walks over to the gas tower. He doesn't see any gas pumps around, but there is a convenient ladder. Maybe he should try to climb it....

@#\$!!! Set off the @#\$%!! alarm. Overhead, the ominous sound of a hovering security vehicle, sprinkling spotlight beams all around Ben. Maybe if he climbs the ladder, he can find a place to hide...



...or maybe not. But he still needs gas. Looks like the hoversled rent-a-cops have plenty. A diversion is in order. What if he were to set off the alarm again...



...and then hide behind that tank in the background?



Looks like it worked.





They've scooted up the ladder and left their pretty little hoversled behind.



Now Ben uses the gas can from his inventory with the hoversled, and then uses the hose with the gas cap on the hoversled. We've got to the hard part. Ben has to put his mouth on the hose.



Yuuchh-ptooey. Now he's got a full can, and it's back to Mo. Hasta la vista, rent-a-cops. Two down, and one to go — the front fork.



Progress checklist

- Pick lock.*
- Get the lock.*
- Set off the alarm.*
- Get shot at.*
- Fool the rent-a-cops.*
- Get the gas.*

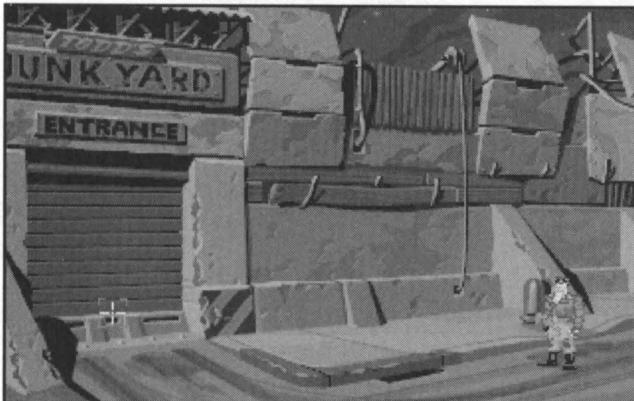
Todd's Junkyard

From *The Melonweed Daily Star Picayune*, July 19

...when further questioned by investigators about the crime the night before, Todd said, "It wasn't bad enough he invaded my home and knocked me out, that durn biker broke into my junkyard, stole several hundred dollars worth of brand-new motorcycle parts, messed with my electromagnet and terrorized my poor little dog." At this point, the witness broke into tears. "Doesn't anybody respect private property anymore?" he sobbed.

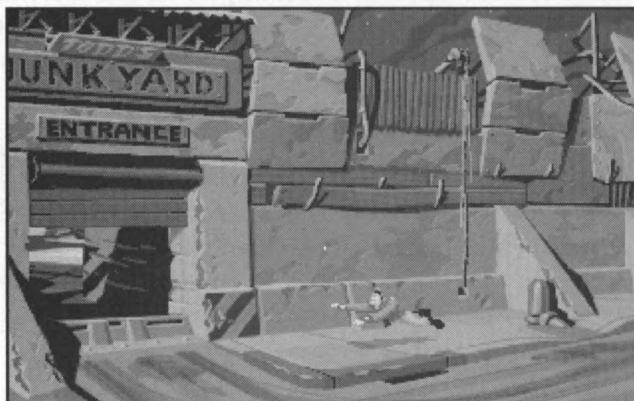
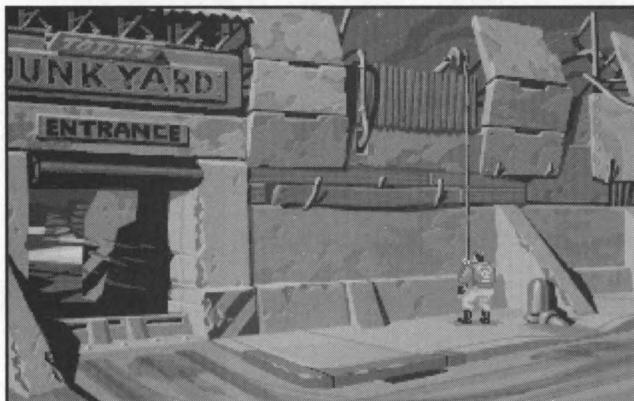
Police authorities are still attempting to discover how the alleged intruder was able to enter the junkyard, since the gate was locked. In fact, a police locksmith had to be summoned to allow investigation of the scene of the alleged crime, since the junkyard owner could not produce the right keys, and, in fact, didn't seem to recognize the lock. Police doctor Michael Stemmle speculated that this was due to temporary amnesia from a head wound.

Whenever Ben needs new motorcycle parts cheap, he checks out the local junkyard — like that big one in back of the town.

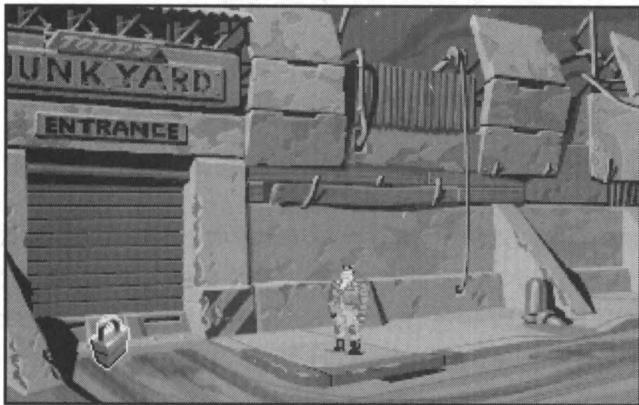




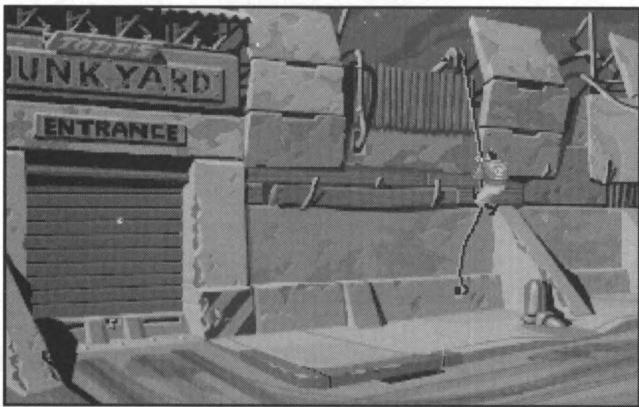
There's no lock on the gate — that's a good sign — but it looks too sturdy to waste time kicking it. Wonder what that chain to the right does?



Well, that was a big zero. Ben may have to think about this one. Pulling the chain makes the gate go up, but if there were some way to make the gate stay down, he might be able to climb the chain. What about that lock he picked up at the gas tower? Ben uses it with the latch at the bottom of the gate...



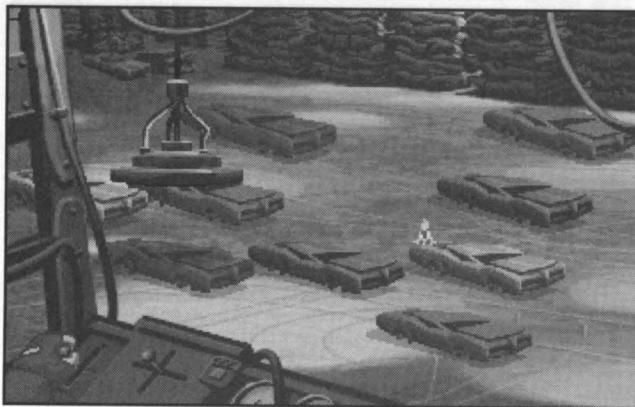
...and then over the wall he goes.



Hey, look at that pile of junk over there. No, not the burnt-out old wreck of a car that used to belong to Tim Schafer, electronic games designer. The other pile of junk, right under the light. That sure looks like a motorcycle fork sitting right on top. All Ben has to do is walk over and grab them and — uh oh! Run, Ben, run! It's Todd's junkyard dog, Little Todd.



Whew! Now that Ben is back on the fence, have him jump down again and walk over to the far right to check the rest of the junkyard. Then have Ben check out the booth on the tower. Ben finds himself in the control booth for the electromagnetic crane.



The lever on the left moves the magnet up and down. The joystick in the middle moves the magnet around the junkyard. The button on the right turns the magnet on and off. You can have fun dropping cars on the dog, but eventually he tears his way out (vicious little monster, isn't he?)...



...so Ben has to come up with a more permanent solution. He leaves the tower, climbs onto the fence, and moves to the left, back to his original descent point. Now he can jump down to the yard, walk all the way to the right, and find himself in the electromagnet area.



All he has to do now is put the meat from the refrigerator into one of the two cars on the left side of the junkyard, get back to the tower, and drop the magnet onto the car with the dog. (It's the one that's wiggling.) Then Ben turns on the magnet, lifts the car with the magnet, and the dog is taken care of. Now it's easy to grab the fork.



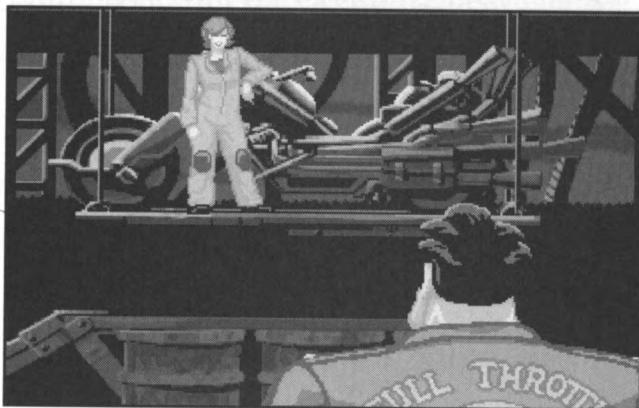
Progress checklist

- Lock the gate.
- Climb the cable.
- Discover the doggie.
- Put the meat in the car.
- Lift the car (and the dog) with the magnet.
- Get the fork.

Return to Mo's Fixit Shop

Now that she has all her equipment, Mo can finish fixing the bike, but she doesn't like civilians rubbernecking while she works so she sends Ben outside.

It's worth the wait.

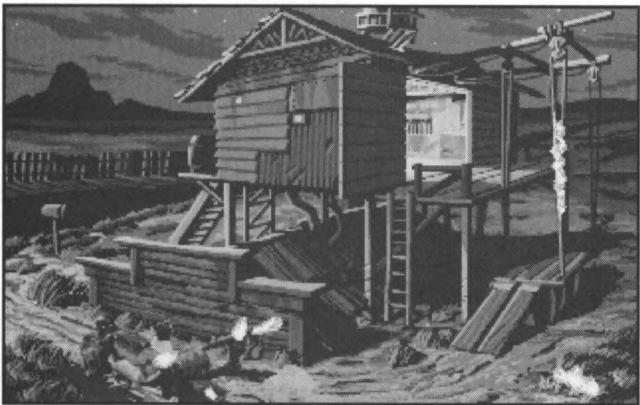


From *The Social History of the Motorcycle* (Chapter 2, "Ricky Myran and the Great Gorge Leap")

Despite the intense publicity generated by the leap (or perhaps because of it), demands for government regulation of booster technology increased until legislation was finally passed that imposed strict new limitations. Henceforth, only outlaw organizations like the Vultures (who had seen the writing on the wall and hoarded pre-regulation boosters) would know the sheer exhilaration that Myran had known when he jammed his throttle up to full speed and leapt onto the pages of motorcycle legendry.



Wow! Maureen is amazing! Ben didn't know anyone else cared that much about bikes. He's no good at thank you's, though, so he hops on the bike and takes off, severely damaging some of Maureen's elevator ropes in the process.



Outwitting the Rent-a-Cops (Again)

From a print advertisement for Q-Mart Security, courtesy of *The Melonweed Daily Star Picayune*

...in high security regions, Q-Mart Security also maintains local staging areas, where individual hovercraft units and attack forces can be dispatched. Because these staging areas are located next to major thoroughfares surrounding high security sites, they can also serve as roadblocks to trap perpetrators fruitlessly attempting to flee after setting off one of our alarms.



At last, Ben can get moving down the road to catch up with his gang, except for one little detail — a midnight rent-a-cop convention. Even Ben can't take on that many guns. What he needs is a diversion. Fortunately, he knows exactly what will bring them running — that alarm on the gas tower. Ben returns to the tower, sets off the alarm, and then hotfoots it back to his bike.

Now he can find his gang.



Progress checklist

- Set off the alarm.
- Run like hell.
- Get on your bike and ride out of town.

MALCOLM CORLEY'S FINAL REST STOP

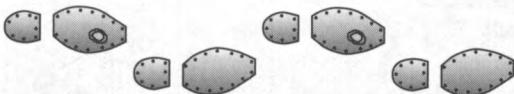


Where in the World is Ben?



Little does Ben dream this rest stop will change his life.

Step-by-Step

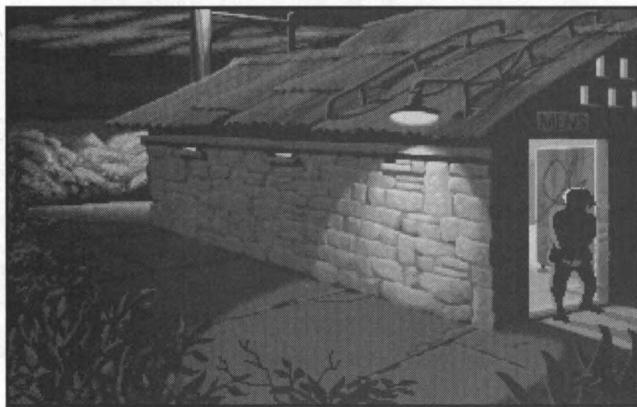


From Adrian Ripburger and the Corley Murder

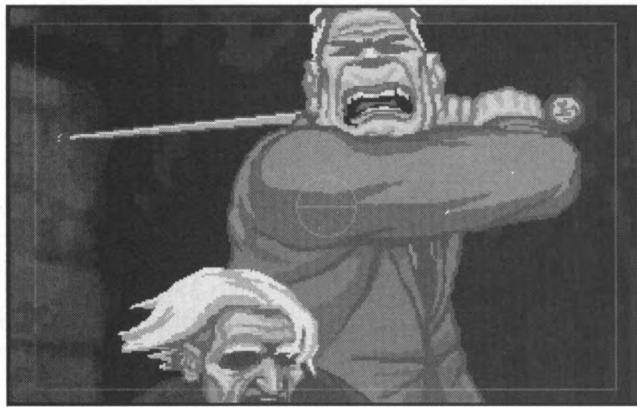
Who can tell what thoughts were going through Adrian Ripburger's cunning mind that evening at the Highway 9 rest stop? We know that he had induced the Polecats to follow him by pretending to want a motorcycle escort for the shareholders' meeting. We know he had originally planned to frame the Polecats for Corley's murder. When Ripburger's plans went awry and Ben, leader of the Polecats, survived the rigged motorcycle accident and witnessed the grisly murder, Ben became, in Ripburger's mind, the perfect candidate for the phony murder charge. But Ripburger, victim of his own mammoth ego, underestimated the persistence and tenacity of the outlaw motorcycle mentality when wrongfully accused.



Ben catches up to the gang at the Highway 9 rest stop, where Malcolm has stopped to refresh himself.



Ripburger has taken advantage of this delay to proceed with the next phase of his plan — the brutal murder of Malcolm Corley.



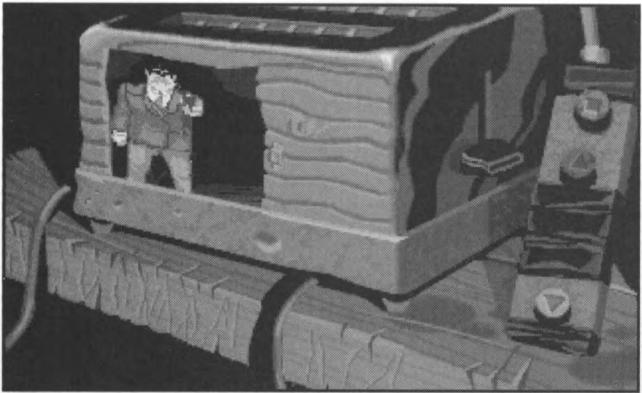
But he turns out to have two witnesses he didn't count on — Ben and Miranda, the reporter. Not only did Miranda witness the murder, but she recorded it on film. Miranda manages to escape, leaving her camera and the incriminating film in the hands of the menacing Bolus. Ben, on the other hand, hears from the dying Corley...



...that Ripburger plans for the company to stop manufacturing motorcycles in favor of minivans (the Horror! the Horror!) and that Corley's missing daughter and sole heir, the only person standing between Ripburger and control of Corley Motors, is...Maureen!

Knowing that Mo is probably Ripburger's next target, Ben roars down the road to Melonweed, but Bolus has a head start. Mo, hard at work on toaster repair, doesn't hear Bolus behind her at the door.

As Bolus loads and aims, Mo sees his reflection in the toaster...



...and presses the "Down" button on the elevator. The already weakened elevator collapses under Bolus' weight and he is knocked unconscious. While disarming the unconscious Bolus, Mo discovers his Corley ID and Miranda's camera. She is interrupted by the arrival of Ripburger, but she manages to escape with the film.



Progress checklist

- Witness the murder.
- Dash off to rescue Mo.

RETURN TO THE KICKSTAND

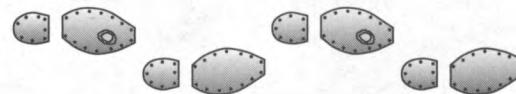


Where in the World is Ben?



A new Full Throttle character enters the scene: Emmet, the truck drivin' smuggler.

Step-by-Step



When Ben arrives at Mo's place, both Mo and Ripburger have split...



...so Ben heads back to the Kickstand to try and catch up with his gang.

Once there, he learns from a newscast that his gang is in jail and that he is wanted for the murder of Malcolm Corley. Ben walks out to the dumpster, perhaps to see if he can find any evidence against Ripburger, and runs into Miranda, who is hiding out there.

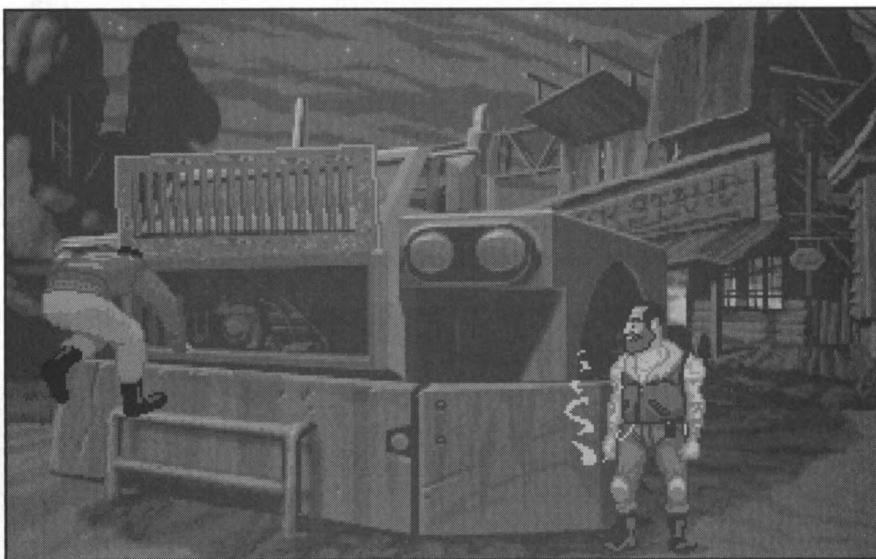


She gives him a fake Federal Investigator badge to help him get past the roadblock, but Ben isn't sure it will be enough. He just doesn't look like a cop, and besides, the police might have his description. He still thinks he has to warn Mo, though, and he wants to find Ripburger and force him to free the Polecats. So getting past the roadblock is a must. He goes back to the bar to convince Emmet, the truck driver at the table, to give him a ride. Ben can also play a little mumblety peg if he wants to.

The badge he gives Emmet tricks the roadblock police into letting Emmet through.

From a print advertisement for Badge-o-Matic, © Acme Novelty Co., and courtesy of *True Reporter Comics*

...FOOL YOUR FRIENDS! Phony Police and Federal Investigator badges look like the real thing! Provides hours of fun! Stage "investigations" and "stake-out" local donut shops! Put your pets into "temporary custody" and violate their "Fourth Amendment rights!" Get Mom and Dad in on the fun as you conduct "continued surveillance" of the next door neighbors for "suspicious activities." A laff riot for the entire family!



Ben and his bike are stowed away in the truck's engine compartment, reeking of fertilizer powder, Emmet's smuggled cargo of the day. He is somewhat surprised that the badge actually seems to work. The truck driver drops him off at the Mink Ranch, which is where Ben is convinced he'll find Mo hiding out.



Progress checklist

- Catch the news.*
- Get the ID.*
- Give the ID to Emmet.*
- Get a ride.*

THE MINK RANCH

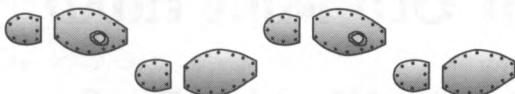


Where in the World is Ben?



The Mink Ranch, former tourist mecca of Highway 9.

Step-by-Step





Then Ben finds out that Emmet has stolen his gas hose. He can worry about transportation later. His first priority is to see if Mo is here. The huge barn-like structure that houses the main Mink Ranch complex is boarded and locked up tight. Trying to find any way in would be futile. Ben checks out the house and tries to open the Corley trunk at the foot of the bed. He looks under the pillow and, much to his surprise, finds a tire iron. He uses the tire iron to open the chest, which fortunately contains a spare gas hose.

Then there's the roar of a powerful motorcycle from outside. Ben runs out only to see Maureen taking off down Highway 9. He slams the gas hose onto his bike, and he's off in hot pursuit.



Progress checklist

- Lose your hose.
- Find a hose and a tire iron.
- Chase Mo.

RETURN TO CRUISIN' HIGHWAY 9 AND THE OLD MINE ROAD



Where in the World is Ben?



Step-by-Step



From "Highway 9 Revisited," © Sally Sturgis and Motorcycle Music, Inc.

Highway 9, yeah, Highway 9.

Highway 9, oh it's so fine.

Highway 9, yeah, Highway 9.

Meet me baby out on Highway 9.

There's a crazy little road outside of town,

Where all the gangs go to shut 'em down.

There's no speed limit and no police

So you can ride your 'cycle in peace.

Don't never have to toe no line

If you keep ridin' Highway 9.

If you want a little place where you can go,

To dance with your baby or see a show,

There's a swingin' club and a drive-in too,

You can do anything that you want to do,

Or park by the gorge and douse your lights

And don't come home 'til the sun is bright.

Highway 9, yeah, Highway 9.

Highway 9, oh it's so fine.

Highway 9, yeah, Highway 9.

Meet me baby out on Highway 9.

Ben is starting to catch up when Maureen adjusts something on her bike and suddenly takes off. It must be her pre-regulation destroyer class solid-fueled rocket booster. Ben tries to follow, but nothing happens! Something must be missing for Ben can't perform the same maneuver. Yes, his booster fuel is gone! Ben is not happy.

And things are not going to get any better. Look at that big truck bearing down on Ben — it's running him off the road — it's Emmet! And he's laughing. This guy's a real creep.



After Emmet almost sideswipes Ben, our hero manages to right himself when he hears an eerie whine behind him. It's the Cavefish. They pass Ben...

...but Emmet likes the look of the Cavefish even less than he likes Ben. With a quick pop on the "Disengage" button in the cab of his semi, Emmet dumps his load (read "detaches the trailer") on the Cavefish, and one of them goes down.



The other Cavefish sets out for revenge and fires some sort of magnetic missile that sticks to the truck cab.

As Emmet heads over the bridge spanning the Poyahoga Gorge, the missile explodes. Pieces of Emmet become a permanent part of the

gorge's scenery. Unfortunately, so does the bridge, reduced by the blast to a billion, tiny splinters.

Looks like it's going to be a little longer before Ben catches up with Maureen. Ben picks up some fertilizer powder to remember Emmet, and heads on down the road to the gorge. He might as well read that roadside marker.

From *The Social History of the Motorcycle* (Chapter 2, "Ricky Myran and the Great Gorge Leap")

Some have said that there was nothing special about what Ricky Myran did — that any competent motorcyclist with a stock Corley bike, a pre-regulation booster, booster fuel, a hoverfan, and a ramp at the proper angle could have made the jump. And Ben's stunt after the bridge explosion seems to vindicate that theory. It's an easy theory to support, since, for years after the ramp got stolen by the Cavefish and the bridge got built, nobody even tried. But others claim that Ben was a special kind of biker, a biker with guts and integrity, a throwback to the Myran days before all the roads were built, when the worth of a bike was judged by the rider on top, not the other way around. Malcolm Corley claimed in his secret diary that the proudest moment of his life (other than the birth of his daughter) was when, after the jump, Ricky Myran walked up to him, shook his hand, and said "You can't beat a Corley."

Apparently, Ben needs booster fuel and a hoverfan. He also needs to retrieve the stolen ramp from the secret Cavefish headquarters. To find the headquarters, he'll need to acquire a set of Cavefish goggles.

If Ben takes any of the exits off Highway 9 (you can help by clicking when you see the exit sign), you'll enter the road fighting sequence. The Combat Chart in Chapter 2 provides detailed fight strategies.

Ben has to fight his way past several bikers, including Cavefish and a Vulture, to get booster fuel and the Cavefish goggles. He'll also need to use that handful of fertilizer powder from Emmet's truck wreck to use as a weapon. Bear in mind that there's no telling in what order Ben will have to fight the bikers.



Progress checklist

- Get the fertilizer.
- Get the flail.
- Get the two-by-four.
- Get the chain saw.
- Get the chain whip.
- Get the booster fuel.
- Get the goggles.
- Use the goggles.

CAVEFISH HIDEOUT OFF THE OLD MINE ROAD



Where in the World is Ben?



A secret entrance to the Cavefish hideout.

Step-by-Step



From *The Social History of the Motorcycle* (Chapter 3, "The Corley Years")

...the Cavefish. Even today, little is known of this most reclusive of the Tribes. Rumor has it that they were all blind and had a bat-like radar sense that enabled them to navigate. Unlikely as this seems, they may well have had impaired vision from their extensive time underground. Several pairs of their infrared goggles have survived. With these goggles they were able to home in on the center marker dots on the road, and also detect special "invisible" gang messages left in heat-absorbent paint. They either did not ride Corleys, or rode Corleys so heavily modified in style and engine design that they were no longer recognizable as such. Strangely enough, none of these bikes have survived.

Having found the Cavefish hideout, Ben keeps riding until he sees the ramp in front of what looks like a pagan temple in a 1950's Polynesian B movie.



He needs to pick up the ramp, use it with his bike, and then ride back until he comes to a bend in the road.



At this point, if he rides on, the Cavefish will reclaim their ramp, and Ben will have to attach it to his bike and come back here. Or he can get off the bike and push the ramp, thereby removing the dots and confusing the Cavefish. Happy landings, suckers!

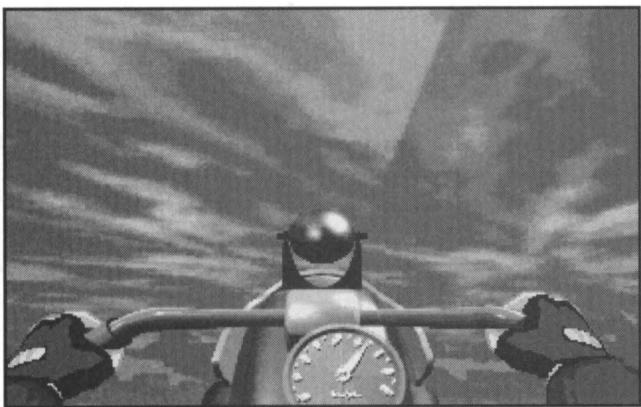


Progress checklist

- Get the ramp.*
- Mislead socially-unacceptable, goggled, and heinous villain bikers so that they get severely damaged.*

BAMBOOZLING NESTOR AND BOLUS AND JUMPING THE GORGE

Now Ben can head back to the Mink Ranch. He thinks that Mo may have returned from wherever she is hiding. Unfortunately, Ben's welcoming committee is not Mo, but Nestor and Bolus in their hovercraft.



What the gorge looks like from the comfortable seat of a motorcycle.

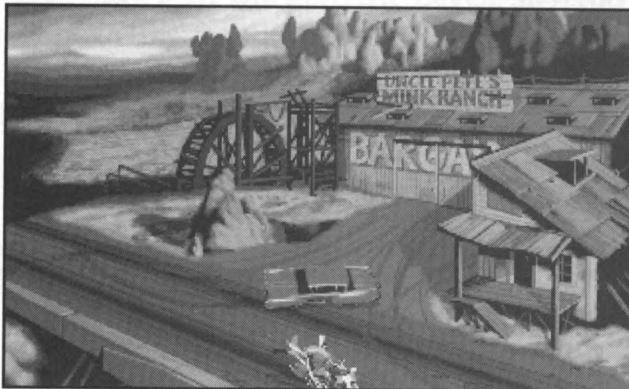


Ben can easily outrun them, but maybe he can work it so they have to abandon their car and he can get the hovercraft lift. Ben heads for the fertilizer powder spill. Nestor and Bolus spin out, raising a great cloud of dust, but manage to regain control. If only there were more dust.

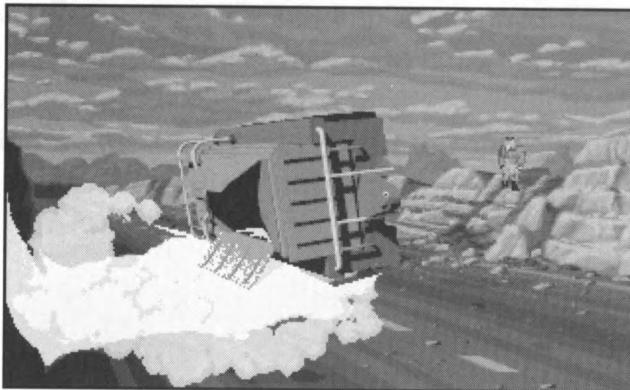
Ben can lose Nestor and Bolus by taking any detour on the Old Mine Road. He then returns to the scene of the accident and, using the tire iron, loosens the wheels on each of the tires on the trailer. With a mighty push, he shoves the trailer over...



...then returns to the Mink Ranch to get Nestor and Bolus...



...and rides through the powder spill again, this time sending Nestor and Bolus completely out of control. After they're picked up by Ripburger, Ben returns to the crash site and uses the tire iron with the panel over the right rear fender to remove the hoverfan.



Now he can return to the Poyahoga Gorge, use the hoverfan with his motorcycle, propel his motorcycle at tremendously high speed up the ramp, and make the dramatic leap. Ricky Myran would have been proud!



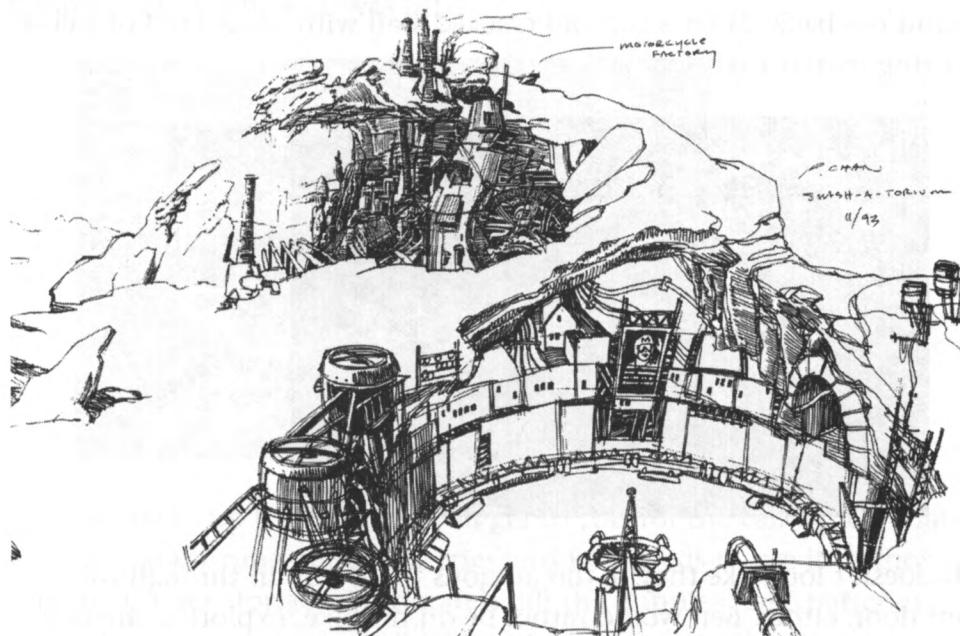
Progress checklist

- Cause Nestor and Bolus to nearly have a bad auto accident.
- Steal their hoverfan.
- Jump the gorge.

BEN COMMITS BUNNICIDE: THE VULTURES STRING HIM UP



Where in the World is Ben?



Against a backdrop of Corley Motors, the Demolition Derby site fills the landscape!



Step-by-Step

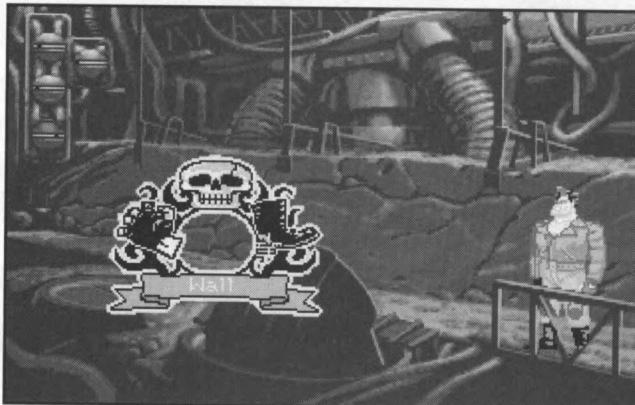


From *The Social History of the Motorcycle* (Chapter 3, "The Corley Years")

The new Corley factory, the pride of Corville, was built shortly after the birth of Maureen Corley. This complex completely dominated its largely desert surroundings. Its Art Deco style and mammoth size were in marked contrast to the simple values of most Corley owners, and, indeed, those of Malcolm Corley himself. Since Corley's sole interest was making amazingly good motorcycles at reasonable prices, he left the architectural details to subordinates, principally Adrian Ripburger. The monstrous, but striking, edifice that resulted far more accurately reflected the insecurity of Corely's underlings than it did the purity of Corley's vision.

The Corley factory and Smash-A-Torium...Ben always wanted to visit it, but the knowledge that Ripburger would be lurking inside would have undoubtedly soured the experience.

The factory itself is a little bizarre — Ben finds a well-concealed area around the back. There's this old cracked wall with some kind of weird whirring meters that Ben notices.



It doesn't look like they're too anxious to let him in through the front door, either. Ben would rather be on his bike, exploring the desert to the left of the factory, especially that cave in the distance...



...except for one little detail — a minefield. Minefields are expensive, so Ben figures it can't be too large, but he still doesn't want to take the chance without some way of knowing where the mines are.

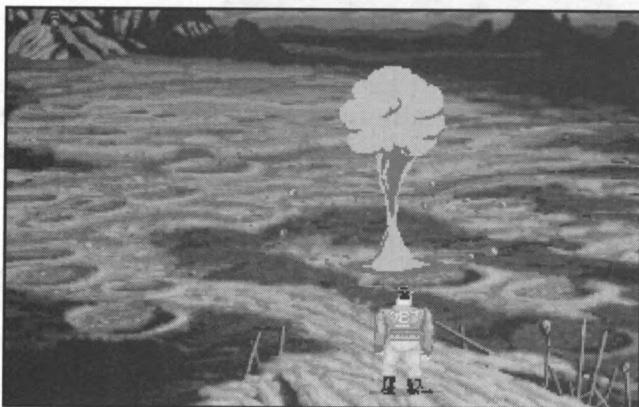
Maybe he can find a way into the Smash-A-Torium. Ben takes the lower path (through the arch) and finds himself at a souvenir stand that sells those little miniature radio-controlled hovercraft cars Ben always wanted when he was little.



If Ben picks up the joystick, you get to control the car. Unfortunately, the car quickly runs out of batteries and Ben needs to use it to thoroughly distract Horrace. Fortunately, all the bunnies have batteries. Unfortunately, Horrace won't let you take their batteries, so you still need to find another distraction. Ask him if the T-shirts are all-cotton,



then, when his back is turned, Ben can grab the bunny in front of the counter. The battery from this bunny can be used in the race car. Ben explodes the bunny in the minefield to get this battery. He then grabs the remote control for the rc car again. Send it around that corner to the right and out through the gate. This gets rid of Horrace, the souvenir guy, and allows Ben to pick up a bargain on battery-operated bunnies. Might as well take the whole box — the way those little toys jump around all over the place, they could be useful...like, in a minefield.



Yes, it's the ugly truth — Ben is willing to sacrifice a boxful of cute, cuddly toy bunnies to get where he wants to go. Ben has to let the bunnies go. (Set my bunnies free!) He then needs to grab the individual bunnies, release them one at a time, and follow their cute little post-mortem footprints across the minefield. If he runs out of bunnies at any point, he can always get more from the souvenir stand. Once the way is clear, just click the arrow on the cave, and off Ben goes. The good news is...Ben's instincts were right; he's found Maureen. The bad news is...she's with the Vultures and she wants his head. She thinks he killed her father.



Progress checklist

- Make Horrace go away.
- Steal his box of bunnies.
- Send the box of cute harmless toy bunnies to their demise.

VULTURE HIDEOUT



Where in the World is Ben?



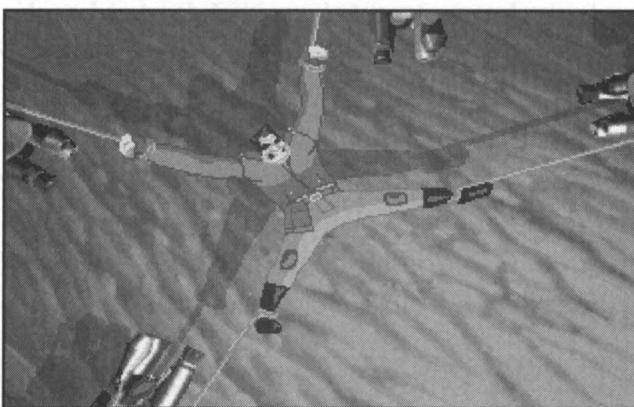
Blinded by the glaring spotlights, Ben is easily overcome by the Vultures and a ticked off Maureen.

Step-by-Step



From *The Social History of the Motorcycle* (Chapter 3, "The Corley Years")

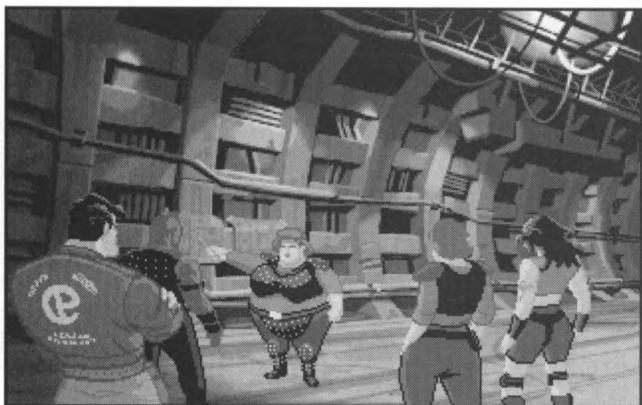
...the Vultures, especially under the leadership of the brilliant Suzi, were a force to be reckoned with. Ruthless with their enemies, their talent for acquiring military surplus, and their love of elaborate strategy won them widespread respect, even from the indomitable Polecats.



Ouch! Double Ouch!

Ben's all strung out because Mo just won't believe he's innocent. He's just about at the end of his rope (actually four ropes) when he threatens to call Mo names. He remembers that her father used to call her "The Diapered Dynamo," which convinces Mo he's telling the truth. She develops the photos, and Suzi develops a plan.





In order to expose Ripburger at the shareholders' meeting, there has to be a shareholders' meeting. And for there to be a shareholders' meeting, Ripburger has to believe that Ben and Mo are dead. Ben and Mo also need to sneak into Corley Motors to get the will out of Corley's safe. They need the hardtail that's being offered as grand prize at the Demolition Derby, because Mo believes the key to the safe is somewhere on this bike.

Everyone knows that Ripburger put up this prize to lure Ben and Mo out of hiding, but without the exact combination, the will is unreachable.

So here's Suzi's plan: Ben will crash into Mo's car, which has been rigged to explode. Mo will be ejected free of the ensuing fire, while Ben will be wearing a flammable suit with an asbestos lining in order to create a diversion. Once the guards are distracted by the fire, the Vultures can grab the bike.



Progress checklist

- Get tied up.
- Get untied by calling Mo a "Diapered Dynamo."
- Absorb the details of Suzi's clever plan.



DEMOLITION DERBY AT THE SMASH-A-TORIUM SUNDAY! SUNDAY! SUNDAY!



Where in the World is Ben?



Suzi at the Demolition Derby.

Step-by-Step



Everybody's here for the big Demolition Derby. There's Ben, and Mo, and — who's that other rider in brown? Unfortunately, Nestor and Bolus have decided to show up as well...



...which may throw a monkey tire iron into Suzi's well-oiled plans. Let's get the players straight. Ben is in the red car, Mo is in the yellow car, Nestor and Bolus are in the blue car. I believe the orange car that keeps smashing into Ben is being driven by Aaron Muszalski, the demolition artiste.

To control Ben's car, the left mouse button is forward and the right mouse button is reverse. Moving the mouse to the right or left works like a steering wheel. Take a little time to practice; Ben will have to perform a delicate maneuver to successfully carry out Suzi's ploy.

In order to put Nestor and Bolus out of commission, Ben has to drop down on them from the ramp on the far right. Unfortunately, they're staying far enough away from the end of the ramp that Ben can't do that yet.

What he can do is drop onto the orange car from the ramp in the middle of the stadium, then push the orange car across the stadium to the other ramp.

Now Ben can push that car up onto the ramp and off the far end so that it forms a bridge to Nestor and Bolus's car. If Ben throws it into reverse, then takes the ramp at full speed, he can bounce off the orange car onto the Boom-Boom Brothers' car and take them out.

This is the time for Ben to crash into Mo's car. Having done so, he runs out of the flaming wreck and over to the hay bales by the left wall. He must set all of them on fire to distract the guards and create a big-time diversion. It is appropriate here to express guarded concern for



Ben's health, what with the flickering flames lapping at his asbestos suit with alarming intensity.

At this point, the flaming hay bales ignite a small portion of the wooden railing surrounding the stadium, and the stadium is soon engulfed in flames. The announcer, in a true example of quick thinking, pronounces this Demolition Derby OVER!!!

Uh-oh, Nestor and Bolus are back in action and won't let Ben leave the Demolition Derby grounds. He has to head back into the flaming wreck so that they'll follow him and total their car. Ben's maneuver works. The dullards, although fashionably dressed, are, unlike Ben, unprotected by asbestos suits. They lose not only their car, but their lives.



Progress checklist

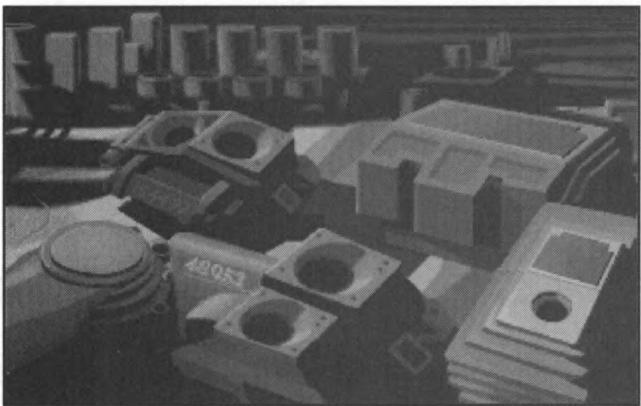
- Take out the car driven by the innocent demolition driver.*
- Take out the car driven by the not-so-innocent Boom-Boom Brothers.*
- Explode Maureen's car.*
- Set yourself on fire.*
- Set the stadium on fire.*
- Trick Nestor and Bolus into setting themselves on fire.*

RETURN TO VULTURE HIDEOUT



From a print advertisement for Corley Motors, © Corley Motors and courtesy of *The Melonweed Daily Star Picayune*

In its continuing commitment to producing the "working class motorcycle," Corley produces 'cycles that can be disassembled by anyone with a 12th grade education. And since all of our parts have a two-year warranty, each part from starter to carburetor has its own individual identification number for easy reference and speedy replacement. Of course, your best, most reliable, SAFEST resource is your authorized Corley mechanic.



Part #15-44-92.

Ben is surprised to find Mo's beloved hardtail motorcycle in pieces. She's looking for the key to the safe. They need to find Malcolm's will so they can read it (actually, play it, for the will is on audiotape) at the shareholders' meeting. Ben looks at the parts. (It might be wise to write down those numbers, in case one of the parts proves defective. On your own piece of paper — Ben hasn't got one.)

At any rate, Maureen tells Ben a secret way into her father's office that she used when she was a little girl. She would go to that old cracked wall Ben noticed earlier around the back of the complex, wait for all the meters to turn black, then kick the crack. At that point, a mysterious portal would open.

The only other thing she can remember is that the crack she kicked was at eye level. (She must have been a very athletic little girl).



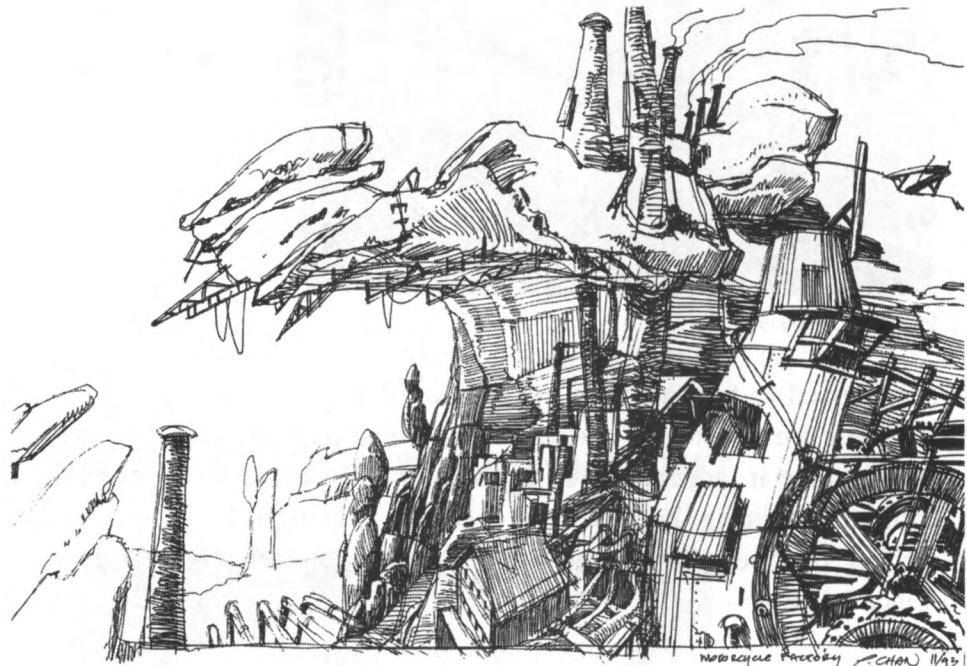
Progress checklist

- Find out how to sneak into Corley Motors.
- Notice part numbers.

THE CAPER AT CORLEY MOTORS



Where in the World is Ben?

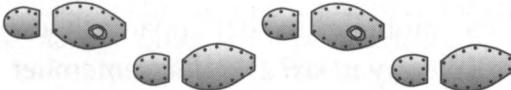


Original, more organic, architect's vision.



The factory, as built under Ripburger's supervision.

Step-by-Step



So Ben returns to that wall and waits for the meters to turn black. Hmm...maybe Mo was talking about those heavy black marks, and what she meant by "turning black" was all the black marks lining up. It might be wise to bring up the action interface, select Foot, and hold down on the mouse until the meters line up. Did it work? Did you remember that Mo was a little girl, so her eye level might have been different than Ben's? Uh-huh. If, at first, you don't succeed, then try again!

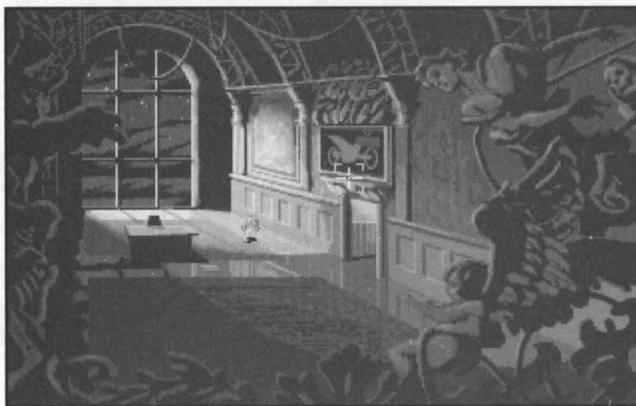


Progress checklist

- Get into the building.

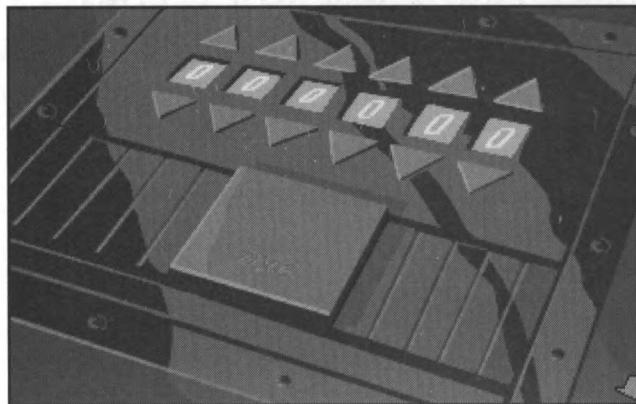


CRACKING THE SAFE



Corley's office is HUGE, man. Feel free to look around. That gigantic picture window has a great view of the Smash-A-Torium. When you decide that Ben should get back to business and look for the safe, check out that light-colored square in front of the fashionable desk.

O.K., there's a combination that apparently consists of six numbers. Does that give you any ideas? Did you remember to bring that piece of paper with you when you followed Ben into the office? Oh, good. Now find the one set of numbers that's six characters long and contains only numbers — no letters or spaces. Ben enters the combination and gets Corley's will — on audio tape.



Ben's will need to get some kind of tape recorder if the will is going to be read at the shareholders' meeting. He takes heart in the common knowledge that Corley Motors has first-rate audio-visual facilities on the premises. This could provide the solution!



Progress checklist

- Get into the safe.*
- Retrieve Corley's audiotaped will and key card.*

STEALING THE SHOW

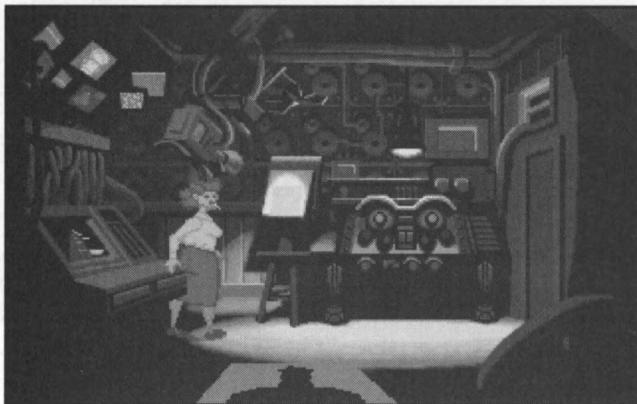
From Malcolm Corley's secret diary

Ripburger keeps nagging me to upgrade the audio-visual equipment in the Shareholders' Meeting Hall, but an old-fashioned microphone and slide projector are plenty good enough for me. Besides, if I were to follow his advice about "upgrading the meediah" (why can't he talk English, for cripes' sake), then I would have to fire Mavis — she'd never be able to keep up with the changes. And I couldn't do that — Mavis was a member of the old gang. You wouldn't know it to look at her today, but Mavis was quite a looker back then. Why, I remember the time...





Maybe something's going on out in the hall — here's three doors. Ben tries the one on the far left first. No good, it's locked. He tries the next door and spots a reel-to-reel tape player, but Mavis chases him out before he can do anything.



Ben tries again, this time using the key card from the safe in the door marked "M.M." Wow, an old-fashioned projector. Wonder what would happen if Ben pulled one of the levers?

Gosh, that was fun. But if Ben is going to get Mavis out of that room long enough to play his tape, he needs to mess things up real good. Ben plays with the levers for a while and finds out that if he touches either lever once, it goes down, but if he touches either lever twice, it goes up. The correct combination is the back (or left) lever (motor) down, and the front (or right) lever (lamp) up. Ben will have to move very quickly.



Progress checklist

- Mess up the projector.*
- Don't get caught.*

Mo TAKES THE HELM AND RIPBURGER GETS AWAY

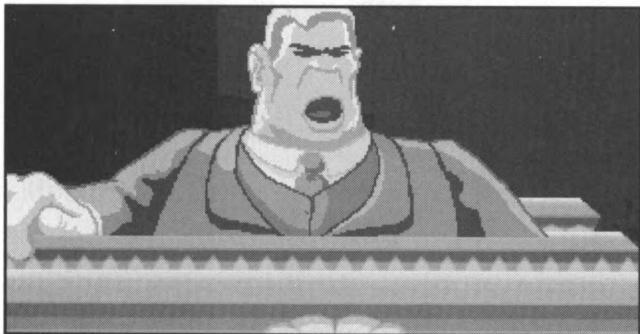
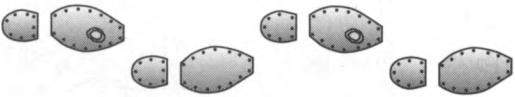


Where in the World is Ben?



Mo and Ben accept the shareholders' gratitude.

Step-by-Step



Ripburger selling minivans.



Ben puts the audiotaped will on the reel-to-reel. He then puts the murder photos on the easel. At any rate, the shareholders are shocked enough by the photos and the will that, when Mo shows up claiming to be the long-lost daughter and shoves aside Mr. Bottom-Line-Boy-Wonder, Ripburger's stock takes a serious nosedive.

Ben, still in the projection booth, sees Ripburger getting away, and gives chase. He gets outside just in time to see Adrian take off in a huge assault semi-trailer.

Ben rejoins Mo to the cheers of the crowd. Maureen is starting to look like she wants to settle down, and Ben's a little dubious, but it is nice to have people cheering him instead of shooting him or trying to run him off the road.

Afterwards, they take off into the sunrise on Ben's bike to try and get his gang out of prison.



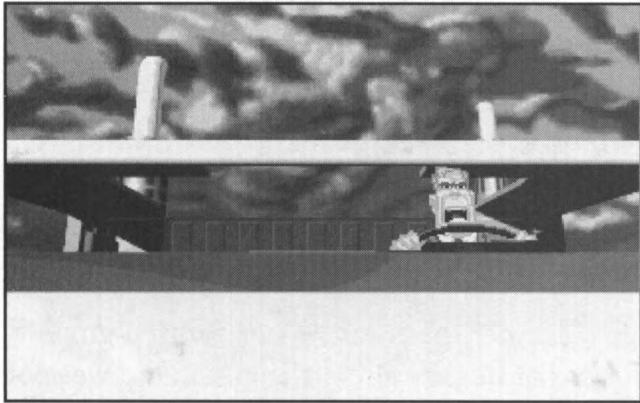
Progress checklist

- Play the audio tape.*
- Catch your breath.*
- You're doing fine.*
- Big finish straight ahead.*

HAPPILY EVER AFTER (NOT)



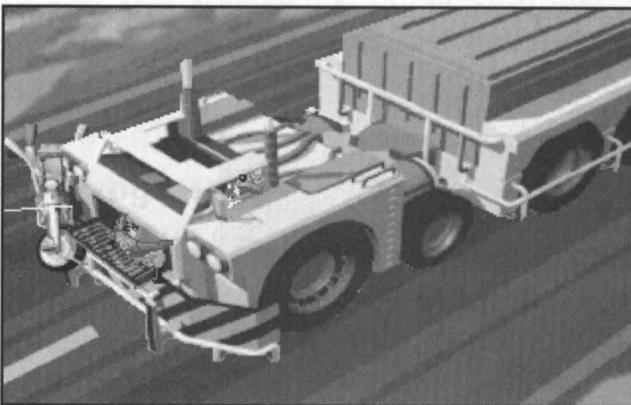
So they're riding along, cheerfully bickering, when suddenly there's the ear-splitting blast of a diesel horn.



It's Ripburger. Wanna bet he's a sore loser?



Yep, there's Ben and his bike on the front grill, and Maureen...



...slipping off and going under the truck? What a rotten guy!

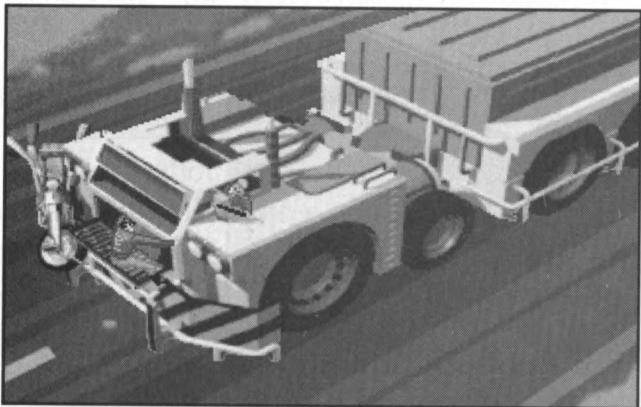
Suddenly there's the roar of mighty aircraft engines, and we spot the Vulture cargo plane behind the semi. They're ready to get the truck, if Ben can find some way to stop it or slow it down considerably.

Now we've got Ben on the front of the truck, and he wants to get to Ripburger — bad. He can't climb up the side, or Ripburger will shoot him.

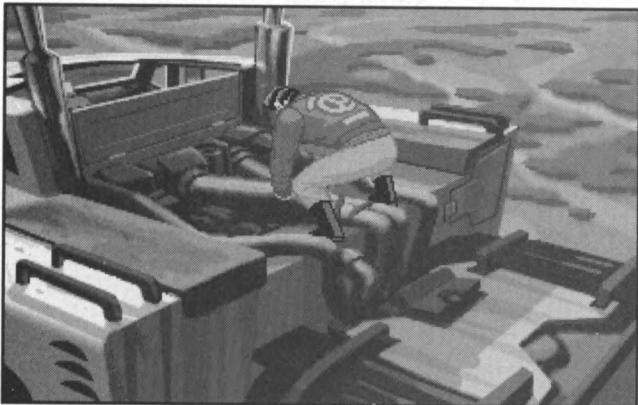
Ben remembers the last time he hitched a ride on a truck with low-life scum behind the wheel, so he opens the engine compartment.

Oh, yeah, when he got in before, the engine wasn't running so he didn't have to worry about that big fan. Ben tries raising the panel

above the engine compartment to obstruct Ripburger's vision, but Ripburger knocks it down with his cane.



What if Ben were to grab the cane? Great, now he has something to stick in the fan to stop it so that he can crawl through the engine compartment to the back of the cab.

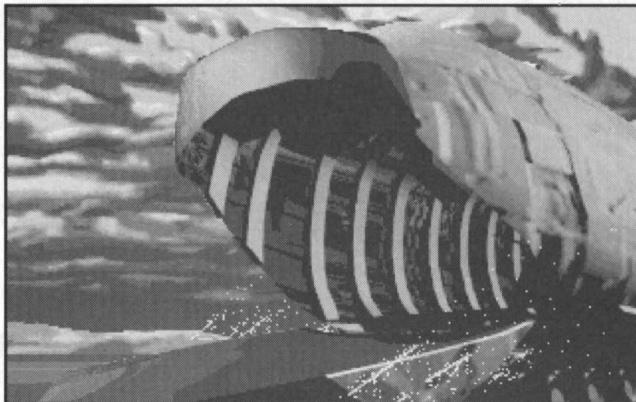


Ben's back in the area with the fuel line. He tries pulling it up...
...but it's too tough, even for Ben. But Ben has a tire iron! He can use it to loosen the connection. At this point, Ripburger pushes down the cab's rear window and aims his gun at Ben.

Meanwhile, Maureen (Maureen? Hey, she's still alive — must have hung on under the truck) climbs into the cab and starts wailing on Ripburger, distracting him and spoiling his aim.



Here come Suzi and the Vultures in the giant cargo plane. Wow! It can't fly, but it sure can taxi! (There's a sentence you won't find in every strategy guide.) Suzi opens the massive front cargo door and the plane scoops up the truck.



Ben, the bike, and Mo are thrown free. Ripburger starts blasting away with his twin side-mounted machine guns. (It is, after all, an assault semi!) Ben can just make out a ladder toward the front of the huge plane.



Progress checklist

- Open the engine.*
- Open the top panel.*
- Get the cane.*
- Stop the fan.*
- Climb around back.*
- Loosen the fuel line.*
- Rip out the fuel line.*

STOP THE PLANE!

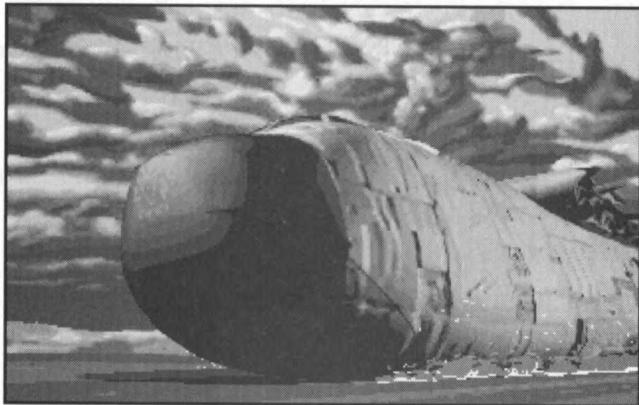
From *All About Eve* (Bette Davis)

"Fasten your seat belts, it's going to be a bumpy night."
(Yes, it's a real quote!)

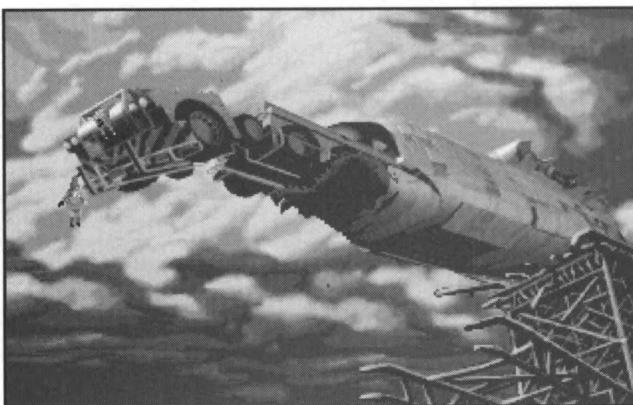
Suzi and her copilot desert the cockpit, and the cargo plane is now plummeting pilotless toward the gorge. Ben has to figure out how to get through the hail of bullets to the cockpit without becoming Swiss cheese. Well, they are side-mounted machine guns, so if he just runs out to the middle, stops...

...and then runs to the ladder, he can probably make it.

The only button still active on the plane's control panel is that green one that activates the computer's memory. Ben tries a number of options, but they're all dead ends. The only way he can get the plane to stop is to raise the landing gear. The sequence is: CONTROL SYSTEMS/TAKE OFF/POST TAKE OFF/GEAR/RAISE GEAR.



Ben sees Ripburger aiming at Maureen and leaps down and into the truck cab, where he wrestles with Ripburger as the plane screeches to a halt on the edge of the gorge. The truck slides through the front, and Ben and Ripburger are thrown through the windshield.



Progress checklist

- Get to the cockpit.
- Raise the landing gear.
- Save Mo.
- Fly helplessly through the windshield.

Ben manages to get inside, but Ripburger is suspended from a machine gun and out cold...for a couple of minutes. Then he recovers and starts firing at Ben.

Ben tries firing the machine guns, but Ripburger hangs on, firing away. Uh-oh — here's another complicated control menu. Ben enters the sequence MAIN MENU/DEFENSE MENU/MACHINE GUN/CONTROL/SYSTEM OFF. Rip falls to his doom, clutching a license plate frame that says "You Can't Beat A Corley." Ben leaves the cab, runs to the left to get on his bike, and blasts out of the place. What a rush!



Progress checklist

- Get rid of Ripburger.
- Find your bike.
- Escape flaming death.

THE LAST RIDE

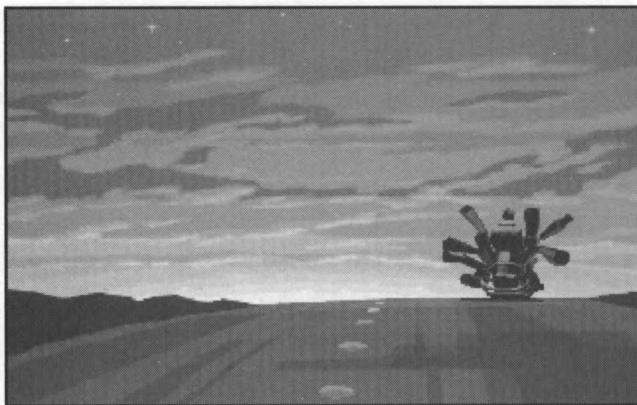
At Corley's funeral there is a moment of silence as Father Torque delivers a moving eulogy. Then Ben and Maureen are sitting and talking in the back of the limo. Their words to each other become increasingly awkward. Ben can tell that, as the mantle of responsibility for the company settles more heavily on Maureen's shoulder, she is becoming less and less the feisty free spirit he once admired. A call comes through on the cellular, and when Mo looks around, he's gone...back to the Road.



Progress checklist

- Refuse to commit.*
- Ride into the sunset.*





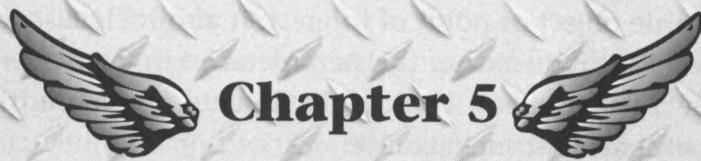
Father Torque's Eulogy at the Corley Funeral

"Life was a game to him and he played it by his own rules. He was a mystery to most of us and yet an inspiration to us all. He gave us FREEDOM. He gave us POWER. He gave us WINGS. He gave us WHEELS.

"Thank you, Malcolm Corley for giving us a DREAM that will never die."

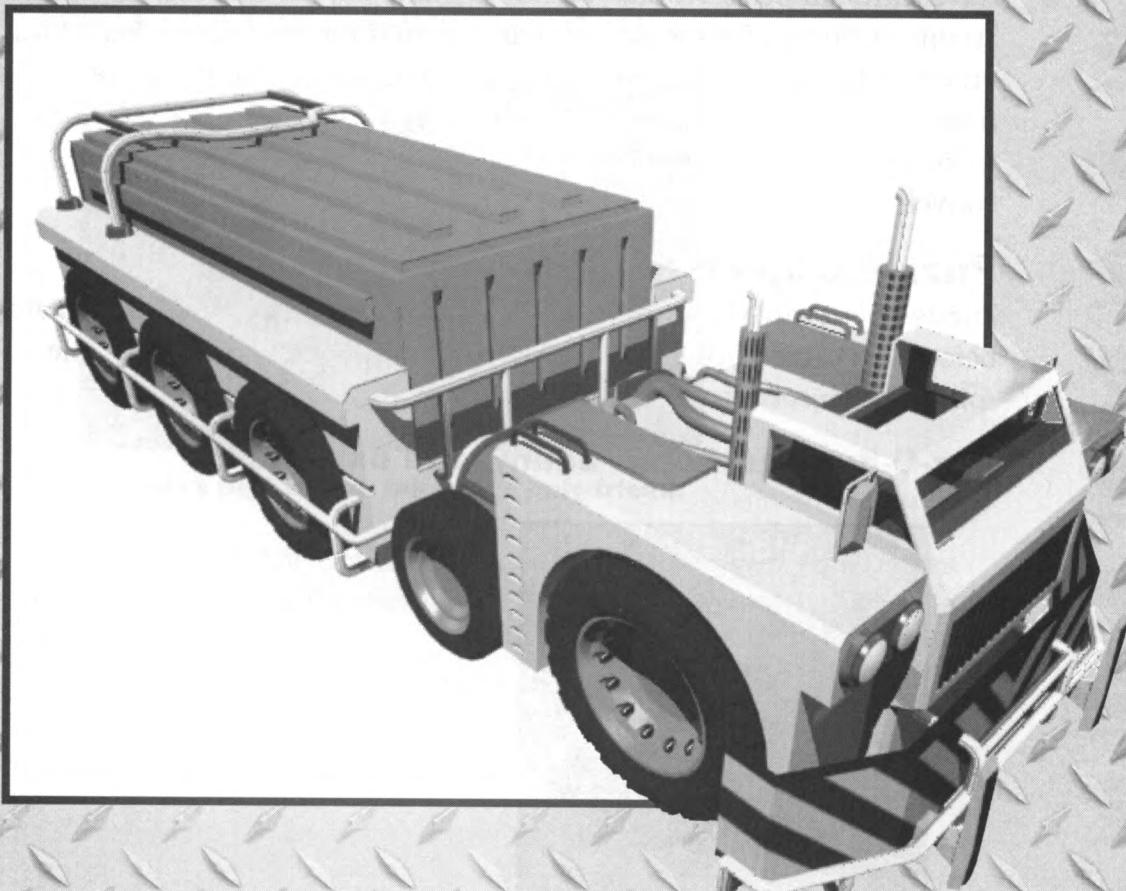
From Malcolm Corley's secret diary

There must have been a time, somewhere along the way, when I coulda walked away from it all. But I had an obligation to my customers, and there was Maureen to raise, and it slipped me by, like that last gas station before the desert when you're too ripped to care. But I'll tell you, boys and girls, the money, the fame, the big office, it's all chrome and exhaust. Other than family — God bless you, Maureen, wherever you are — the only thing that matters is the Road, with your bike beneath you, your brothers beside you, the road signs blurring by while you grab that accelerator and crank it up...full throttle.



Chapter 5

HANDBOOK





Chapter 5 is your resource guide for quick access to information on any key Full Throttle object or point of interest. It also includes a complete progress checklist that sums up the steps detailed in Chapter 4's walk-through, a set of special Full Throttle documents, and a fun trivia quiz filled with behind-the-scene factoids.

INVENTORY

At the heart of the Handbook is your Full Throttle Inventory. As you travel through Ben's World, you'll find many objects that require your attention. Some of these are just lying around for the taking. You'll find others in the hands of various characters you encounter. If they're friendly, they'll probably give you the object; otherwise, you may have to kick some extremity or resort to guile, stealth, or even (shudder) conversation.

Puzzle Objects

Puzzle objects are things that you need to find, acquire, and manipulate before you can complete Full Throttle. The following pages detail the role these objects play and where you'll find them.

Box-O-Bunnies, Bonus Bunny, and Batteries



Too cute to live.

Where Found: At the souvenir stand operated by Horrace, just outside the Smash-A-Torium.

Role: Releasing these mechanical bunnies will sweep and defuse the minefield that guards the entrance to the Vulture hideout. This detonates all active mines and secures Ben's safe passage. Special Easter egg: When Ben is plastered against the front grill of Rip's semi, you can destroy any bonus bunnies by using them with the fan.

Remarks: This whole sequence looks like a twisted tribute to a long-running advertising campaign.

Camera (see Corley Murder Photos)



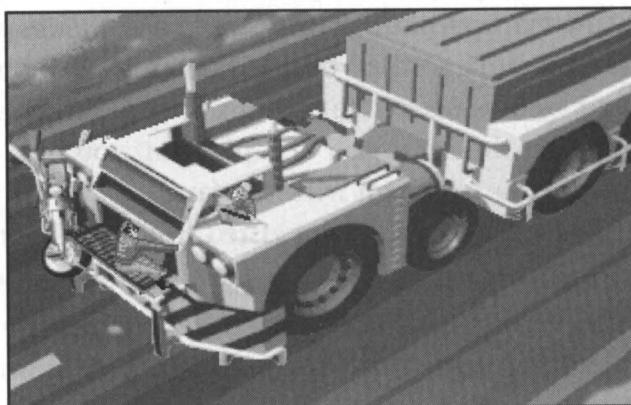
Miranda's best friend. Miranda's only friend.

Where Found: The camera is first seen on Miranda. After Maureen foils Bolus' attempt to do her in, it's found in a pile of debris outside Mo's Fixit Shop.

Role: Miranda uses the camera to photograph Malcolm Corley's murder. These photos will help Ben clear his name on two separate occasions.



Cane



Ripburger raising cane.

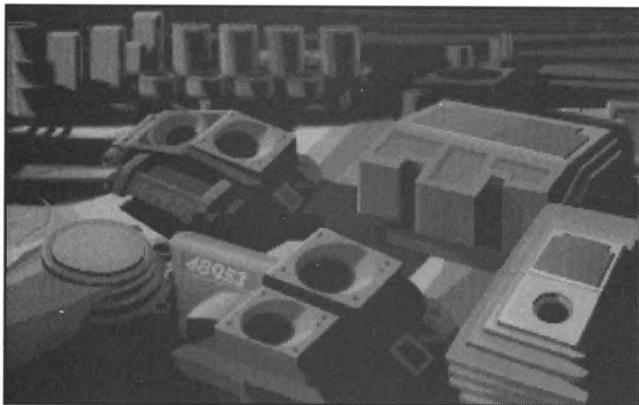
Where Found: On Ripburger, in the semi, during his final confrontation with Ben and Mo.

Role: The cane is used by Ripburger to close the upper panel and keep Ben out of the semi's cab. Ben can then grab the cane, use it to disable the semi's whirling fan blades, and then sneak behind the semi's cab to get to the fuel lines.

Remarks: Where he's going, Rip won't need this cane anymore.

Carburetor

Where Found: At the Vulture hideout, in the rubble of the hardtail that was rescued by Suzi and the gang after the Demolition Derby blow-up.



Fortunately for Ben, Corley Motors numbers all bike parts.

Role: While Mo tries to fix the hardtail, Ben can examine the pile of pieces and check out the carburetor. Its part number (15-44-92) just happens to be the combination to Malcolm Corley's safe, where an important audiotape containing Malcolm's will is hidden.

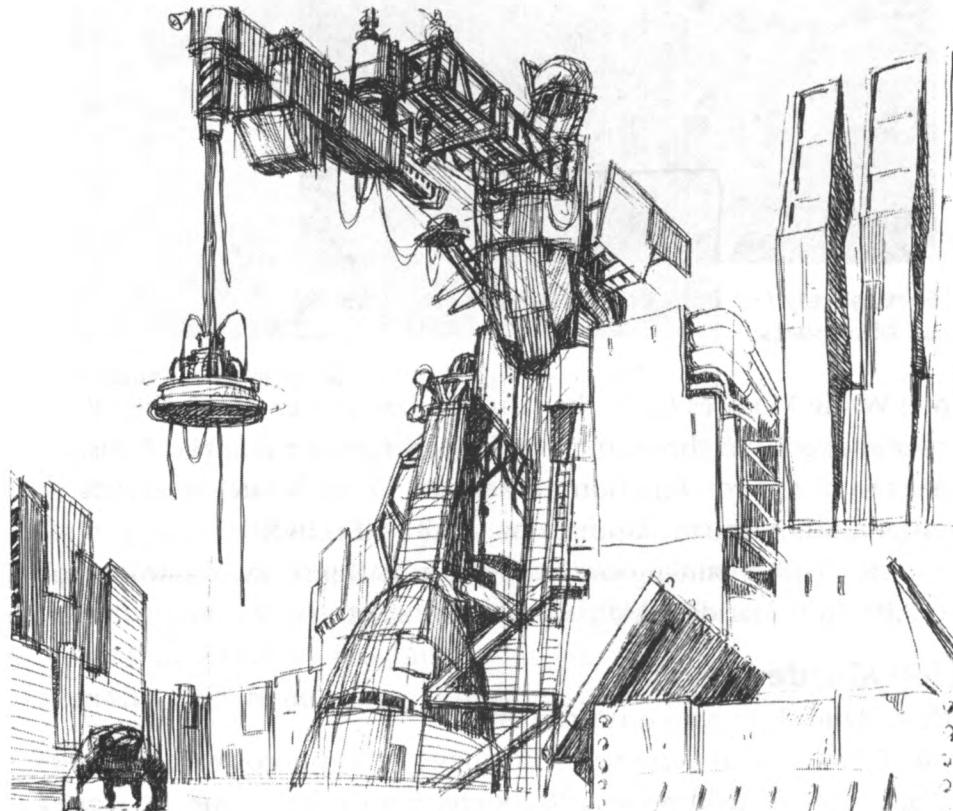
Remarks: That Maureen sure is a whiz at fixing bikes. She learned these skills from her dad, Malcolm Corley, when she was very young.

Corley Murder Photos

Where Found: In Miranda's camera.

Role: Developed at Ben's urgent request, these photos will prove to Mo, Suzi, and the Vultures that Ripburger bumped off Malcolm Corley, and that Ben and the Polecats were framed. These same pictures can later be used at the shareholders' meeting to convince the shareholders of Ripburger's malfeasance.

Crane, Electromagnetic



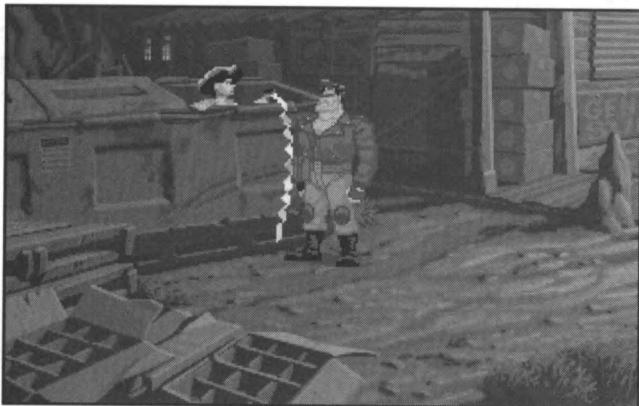
An early sketch of Ben giving Little Todd a lift.

Where Found: Todd's Junkyard.

Role: After Ben lures Little Todd into the wreck with the meat he found in Big Todd's refrigerator, he can use this crane to lift up both wrecked car and pooch. Without Little Todd's big teeth in the way, Ben can easily grab the fork he needs to fix his broken bike.

Remarks: Ben may not be particularly humane, but he is attractive (or at least his magnet is).

Fake Federal Investigator ID Badge



Wow, Miranda sure has a lot of fake badges!

Where Found: On Miranda, hiding in the Kickstand's dumpster.

Role: Ben can use this fake badge to convince Emmet to smuggle him past the roadblock, concealed in one of Bamboozle's secret compartments. The badge will fool the police into letting the semi drive through.

Remarks: Miranda has plenty of credentials. It's credibility she lacks.

Fertilizer Powder



The fertilizer's pretty thick around here.

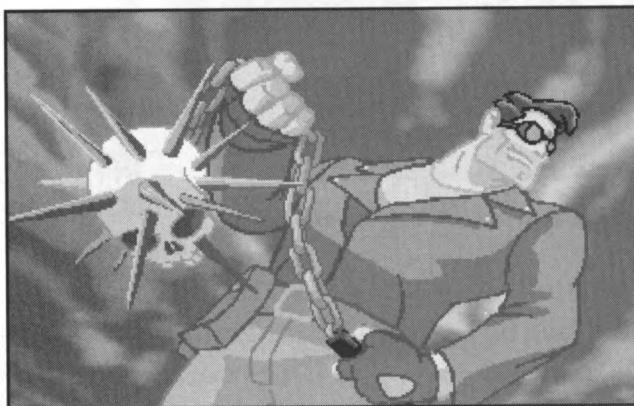
Where Found: In Emmet's crashed trailer on Highway 9.



Role: As Nestor and Bolus chase after Ben, the powder sends them and their hovercar slippin' and slidin'. Our hero can then "borrow" their hoverfan for the jump over the now-bridgeless Poyahoga Gorge.

Remarks: A handful of fertilizer powder is also useful in the fights on the Old Mine Road.

Flail



Not your ordinary motorcycle accoutrement.

Where Found: In the hands of a Vulture tooling down the Old Mine Road.

Role: The flail acts as a spiked yo-yo that Ben can gently bop off the head of a passing biker. When the Rottwheeler falls, Ben gets the flail. With the flail in hand, Ben can get the chain whip he'll need to acquire the solid fuel booster.

Remarks: At least Ben's not just flailing about. This move may seem like a lot of trouble to go through for some fuel, but there aren't many stores in Ben's World.

Front Fork



Where Found: Todd's Junkyard, in a pile of parts under the main spotlight.

Role: Mo needs this fork to repair Ben's bike.

Remarks: Little Todd is a loyal guardian for his sleazy master. Grabbing the front fork is one of the more difficult challenges Ben will face.

Gas

Where Found: Siphoned out of the gas tank in the parked hoversled under the gas tower.

Role: Maureen needs the gas to fuel Ben's modified bike after she repairs it.

Remarks: Don't try getting gas this way at home, kids. It'll leave a bad taste in your mouth.



Gas Can



Where Found: In Mo's Fixit Shop.

Role: Ben needs the can to get gas back to his wounded motorcycle.

Remarks: An ordinary item on the surface but, for Ben, this gas can makes the difference between freedom and a future too terrible to contemplate — life as a pedestrian.

Gas Cap

Where Found: At the rear of the rent-a-cop's hoversled.

Role: Before Ben fills the gas can, he'll need to attach the hose to the gas cap.

Remarks: This object is easy to flip open, and you can take your time with the task; the inept rent-a-cops will be searching for Ben on the gas tower for hours.

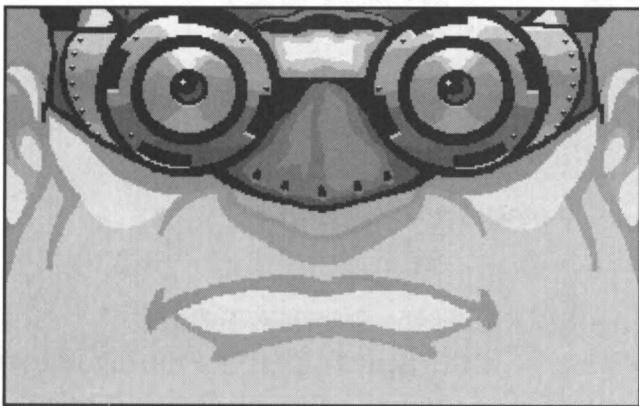
Gas Hose

Where Found: One gas hose is lying around in Mo's Fixit Shop. If you lose it, you can always find another in the house adjacent to the Mink Ranch.

Role: With the first hose connected to the gas can, Ben can siphon gas from the police hoversled on the gas tower grounds. The hose at the Mink Ranch can serve as a replacement for Ben's missing fuel line.

Remarks: There's not a lot more that can be said about this puzzle. You probably solved it two clues ago.

Goggles



Where Found: On the face of a Cavefish biker on the Old Mine Road.

Role: These goggles give Ben dramatically improved infrared vision. With them on, he'll make out the hidden Cavefish hideout. The electronic readout on the goggles will tell Ben when he gets there.

Remarks: These goggles are also a clue that helps Ben figure out how to trick the Cavefish and get the ramp out of the Cavefish hideout.



Hay Bales



What's left of the hay bales after Ben pays them a visit!

Where Found: Along the edge of the Smash-A-Torium.

Role: When Ben, aflame from the rigged smash-up during the Demolition Derby, makes contact with the hay bales, he creates a huge diversion that lets him and Mo escape.

Remarks: The flaming hay bales and automobiles start the fire that destroys the Smash-A-Torium. But, hey, what a show!

Hoverfan

Where Found: Over the right rear fender of the hovercar driven by Nestor and Bolus, after they've crashed on Highway 9 between the Mink Ranch and the Poyahoga Gorge.

Role: Along with the ramp and the booster fuel, the hoverfan gives Ben the boost he'll need to jump the bridgeless Poyahoga Gorge and reach Corville.

Remarks: It's a gray Model 7 Timmzal Wayswright Universal Hoverfan.

Keys to Ben's Bike



Where Found: On Quohog, behind the bar at the Kickstand.

Role: To keep the game from being called My Dinner with Quohog.

Remarks: Ben goes nowhere without this item. Period.

Landing Gear

Where Found: On the Vultures' C330 transport.

Role: If the landing gear is raised by Ben via the C330's computer panel, he'll get the emergency brake power he needs to slow down the plane before it plummets into the gorge.

Remarks: No other system on this transport plane works.



Lock



The gas tower's lock is the rightmost object.

Where Found: On the ground outside of the gas tower gate, immediately after Ben picks the lock with the lockpick.

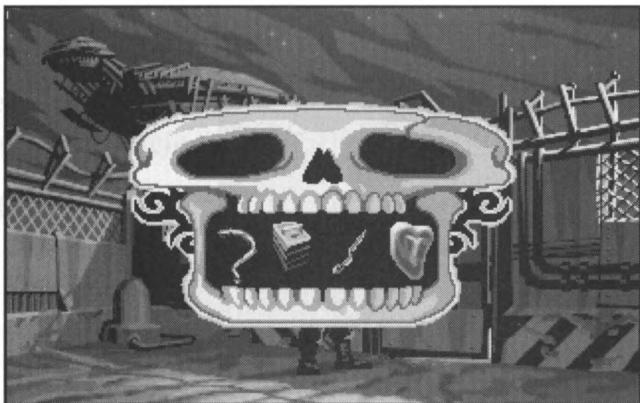
Role: This lock will help Ben secure the gate to Todd's Junkyard. He can then clamber up the gate's chain, get inside the junkyard, and look around for the fork Mo needs to fix his bike.

Remarks: Very profound: The lock to the first gate is the key to the second. Nothing is wasted. Do you understand, grasshopper?

Lockpick

Where Found: In the cabinet in Todd's trailer.

Role: The gas tower is protected by a locked gate. Ben can use the lockpick to open the gate and get inside.



Ben has added the lockpick to his inventory.

Remarks: Don't forget to grab the lock after Ben has picked it. You will need this lock to gain access to Todd's Junkyard.

Meat



Better the dog should chew on this than chew on Ben.

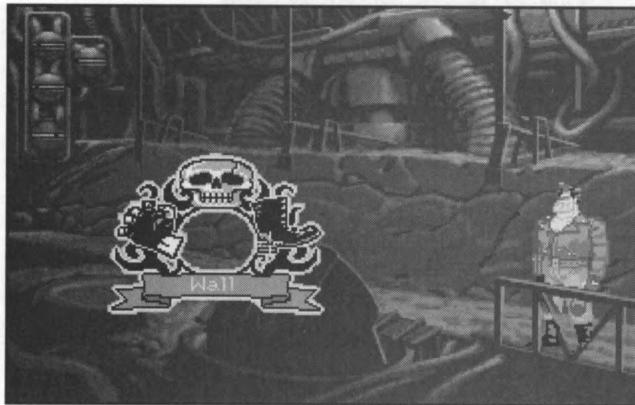
Where Found: In the refrigerator in Todd's trailer.

Role: If it's thrown into a wreck in Todd's Junkyard, the meat will lure Todd's dog, Little Todd, into the car; Ben can then hoist him away with the electromagnetic crane.

Remarks: This meat is frozen beyond recognition and unacceptable to any palette more complicated than Little Todd's.



Meters



Ben looks up at the meters.

Where Found: At the hidden entrance behind Corley Motors.

Role: When the meters are dark or registering no data, Ben can kick the wall and get into Corley Motors.

Remarks: This is the only way Ben can enter Corley Motors. Security won't let him in through the front door. Surprised?

Mink Ranch Photo



Uncle Pete, back in his glory days before animal rights awareness.

Where Found: Mo's Fixit Shop.

Role: This photo makes Ben aware of Mo's Mink Ranch connection. He'll need to follow her there.

Remarks: Mo's Uncle Pete cuts a dashing figure, don't you think? Regrettably, Uncle Pete is just a memory. He only appears in this photo.

Platform



**Look out, Ben, it's a trap! Trap door, that is.
That's a joke, son! Wake up and smell the
oxyacetelene!**

Where Found: Concealed on the floor of Todd's trailer.

Role: When Ben "introduces" himself to Todd, the trap door appears, giving Ben access to Todd's basement workshop.

Remarks: Todd broke the law to get a tool he needed for his art. Ben breaks the law to get his bike back on the road. Why is Ben right and Todd wrong? Because it's Ben's game. Sorry, Todd.

Pre-Regulation Destroyer Class Solid Fueled Rocket Booster

Where Found: On Ben's bike, as part of Maureen's modifications.

Role: Along with the hoverfan, the ramp, and the booster fuel, the booster helps Ben jump the bridgeless Poyahoga Gorge and reach Corville.

Remarks: While the booster won't make a bike into a hovercraft, it certainly closes the gap between the two.



Ramp



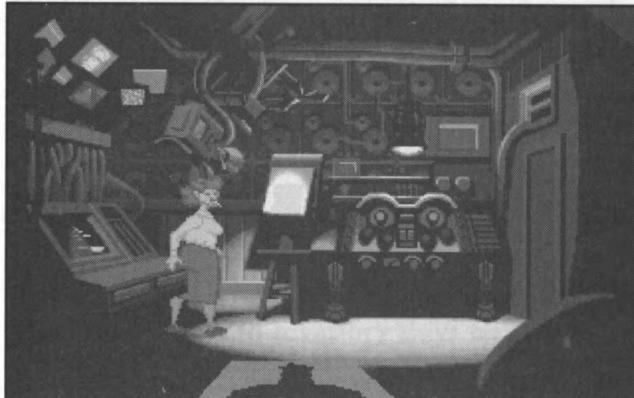
To quote a famous fictional archeologist, "That belongs in a museum," not in a weird, drafty cave.

Where Found: Cavefish hideout.

Role: Left behind after Ricky Myran's ground breaking (or air breaking) jump, the ramp is a key component to the package Ben needs to put together to jump Poyahoga Gorge and reach Corville.

Remarks: The legend of Ricky Myran lives! After Emmet's fiery death takes out the bridge, Ben is forced to repeat history.

Reel-to-Reel Projector and Easel



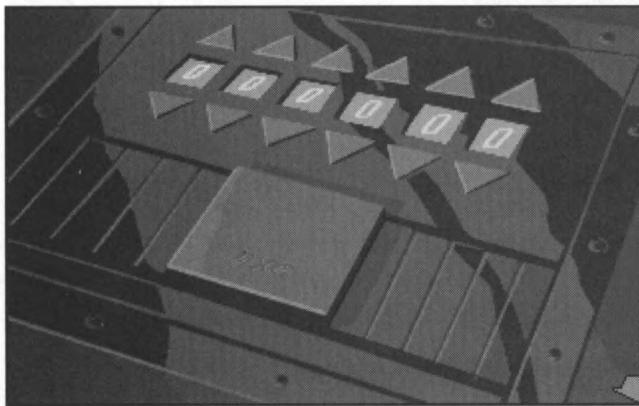
Ben has to outwit the magnificent Mavis to use these things.

Where Found: In the audio-visual room behind the Corley Motors auditorium where Ripburger is addressing the shareholders.

Role: After he gets past Corley Security and Mavis, Ben replaces Ripburger's demented, yet strangely boring slides with photos of Corley's murder. Corley's audiotaped will spells out the details and the shareholders gasp as Ripburger's evil plan unravels.

Remarks: Gaze in wonder at forty-year-old state-of-the-art multimedia.

Safe



The secret resting place of the Corley legacy.

Where Found: In Malcolm Corley's office at Corley Motors.

Role: Ben can use the part numbers from the hardtail's carburetor to unlock the safe and get Malcolm's audiotaped will.

Tire Iron

Where Found: In a small trunk in the house at the Mink Ranch.

Role: Ben can use the tire iron to unscrew the lug nuts that hold the wheels of Emmet's crashed trailer in place. With the wheels loosened, Ben can easily push the trailer over onto Highway 9 and dump out its load of fertilizer powder. He can then lure Nestor and Bolus into a chase that leads to the spill site, where they will crash their car after being blinded by the pungent powder. This done, their hoverfan is Ben's for the taking.

Remarks: Face it, you all wanted Nestor and Bolus to bite the dust.



Welding Torch



Where Found: Todd's trailer, in his basement workshop.

Role: Mo needs the torch to repair and modify Ben's bike.

Remarks: Some people say Ben carried a torch for Maureen. Some people say the author of this book will go to any length for a cheap pun. You be the judge.

Will

Where Found: On an audiotape of Malcolm Corley's office safe at Corley Motors.

Role: The will is an audiotaped exposition of Ripburger's evil that positively establishes Mo as Malcolm's true heir.

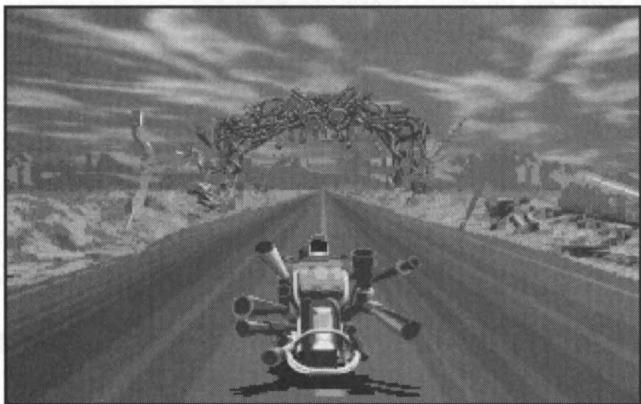
Remarks: Malcolm audiotaped his will because:

- a. *He thought Maureen would appreciate the personal touch.*
- b. *Audiotape is harder for Ripburger to burn than paper.*
- c. *He couldn't find a pen.*

Other Objects and Points of Interest

Ben's World contains many other objects and points of interest that you won't have to directly manipulate in order to win the game. The section that follows lists those that either add color or are part of important Full Throttle cut scenes.

Arch of the Cavefish



You won't find this highway landmark on a postcard at Snuckey's.

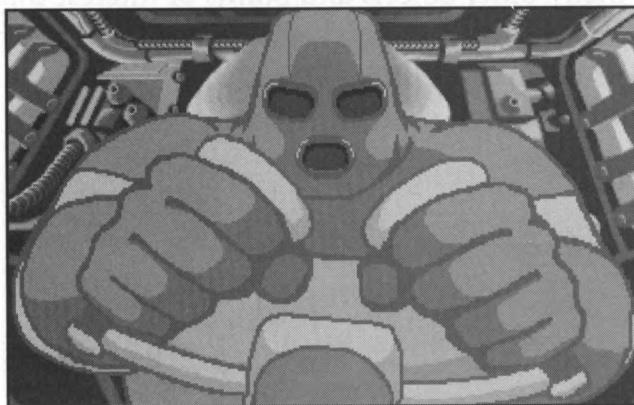
Where Found: On Highway 9, between the Mink Rank and the Poya-hoga Gorge.

Role: The arch serves as an ominous notice to all who travel this stretch of Highway 9 that Cavefish territory lies just ahead.

Remarks: Bikers and truckers beware! Built with parts from various stolen vehicles, the Arch of the Cavefish is a symbolic monument to the primary hobbies of this wretched gang — hijacking and parts scavenging. It's a little hard to figure how light-deprived bikers could create such a visually stunning work of art.



Asbestos Suit



What the well-dressed fugitive-biker-trying-to-clear-his-name-by-assuming-a-ridiculous-disguise is wearing this season.

Where Found: On Ben, as a disguise, when he rides in the Demolition Derby.

Role: The asbestos suit is a key part of Suzi's plan for faking Ben and Maureen's deaths. It also serves as a flaming diversion while the hard-tail is being snatched.

Remarks: Ben doesn't manage to fool Ripburger with this disguise. Happily, it's only supposed to look like a disguise, since Ripburger has to believe Ben is dead. Gosh, is that Suzi devious or what?

Bridge at Poyahoga Gorge

Where Found: Spanning Poyahoga Gorge.

Role: This cantilevered overpass provided safe passage between the Mink Ranch and Corville, home of the Vulture hideout and the Corley Motors factory. When the Cavefish repay Emmet for blowing part of their gang away, the bridge is smashed to smithereens.



A view of the bridge, before Emmet is splattered by the Cavefish.

Remarks: This presents a definite problem for Highway 9 travelers. No detours are available.

Dumpster



Ben breaks out from the dumpster in one of Full Throttle's opening scenes.

Where Found: Behind the Kickstand.



Role: The dumpster is the receptacle for the flotsam and jetsam that emanates from the Kickstand. It also serves as a temporary bed for Ben after he's shellacked by Ripburger and his goons. When Miranda captures Corley's murder on film, she uses the dumpster as a handy hiding place to escape Bolus' clutches.

Remarks: Ordinarily, a trash receptacle doesn't appear very often in a computer game.

Kickstand Photos

Where found: In the Kickstand.

Role: Ben can learn more about Quohog and the Kickstand by looking at these photographs.

Remarks: Frankly, who wants to know more about Quohog?

Knife

Where found: In the Kickstand, after Corley's Murder.

Role: If Ben is really persistent when talking to Emmet in the Kickstand, he'll get to play the knife game.

Remarks: We hope Ben can ride his motorcycle with eight fingers.

License Plate

Where Found: On the front of Ripburger's murderous semi during the action-packed grand finale. It reads "Can't Beat a Corley" — the last words Rip ever sees.

Role: The license plate provides Rip with a desperate handhold before he plunges about eight million feet to the bottom of the gorge. A fitting end for a true villain!

Remarks: Considering that Rip is one mean coyote, and you could call Ben a road runner, is it any wonder that Rip meets his doom by falling down a gorge?

Mailbox



Mo needs this mail like a fish needs a Corley.

Where Found: Outside Mo's Fixit Shop.

Role: Seems pretty straightforward, no?

Remarks: If this were a text adventure game, the mailbox might be an important clue that would lead you into a subterranean wonderland filled with danger and enchantment. In this game, it's just an empty mailbox.

Minivan

Where Found: Wandering through the deepest recesses of Adrian Ripburger's demented mind.

Role: The minivan is Ripburger's vision for the future of Corley Motors. It effectively defines his character.

Remarks: Only a foul fiend would consider replacing a motorcycle, symbol of personal freedom, with a minivan, the essence of suburban complacency.



Newspaper



Miranda pages through *The Melonweed Daily Star Picayune*.

Where Found: In Miranda's hands, outside of Mo's Fixit Shop.

Role: Miranda uses the newspaper to assume an air of nonchalance as she cleverly maneuvers Ben into spilling his guts.

Remarks: Miranda's really possessive when it comes to her newspaper.

Nose Ring



Pull the ring and chatty Quohog says several different things.

Where Found: Through Quohog's nose, behind the bar at the Kickstand.

Role: The nose ring gives Ben an easy way to bring pressure to bear on Quohog and retrieve his bike keys.

Remarks: This nose ring is a pathetic attempt on the part of a born loser trying to look cool.

Painting Mask



Not the most comforting sight to wake up to.

Where Found: On Mo, at her shop in Melonweed.

Role: This mask protects Mo's eyes while she's painting. Mo puts it on to work on Ben's motorcycle and then discovers her torch is missing. Just then, Ben wakes and finds himself staring into the dark glassy eyes of an alien face. This disturbing sight adds to Ben's disorientation.

Remarks: The painting mask detracts from Mo's appearance so much that, on first glance, Ben thinks she's a Cavefish!



Piano



A jukebox might have been more practical.

Where Found: In the Kickstand.

Role: Ben can play the piano by using a swift kick.

Remarks: Nobody's gonna ask him to play it again.

Plaque



Where Found: At Poyahoga Gorge

Role: The plaque gives Ben background on Ricky Myran, the only person ever to jump the gorge on a motorcycle. It also describes the special tools Ricky used to perform the feat, most notably a ramp.

Remarks: The plaque has the kind of typically wordy inscription you'd expect to find at a scenic overlook. Ben wouldn't bother if it weren't about a biker.

Roadblock



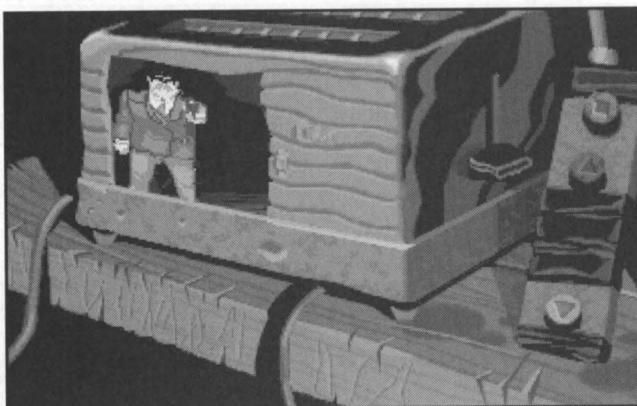
Where Found: On Highway 9, between the rest stop and the Mink Ranch.

Role: The police blockade following Malcolm Corley's murder prevents Ben from riding straight to the Mink Ranch.

Remarks: Many fictional adventures seem to depend on the stupidity of the police force — not a wise thing to count on in real life.



Toaster



A reflection of danger!

Where Found: Mo's Fixit Shop.

Role: Bolus' reflection in this object on Mo's workbench warns Mo of his clumsy attempt to do away with her. Mo pushes the button to the elevator, and Bolus is put out of commission for a while.

Remarks: It's just a toaster.

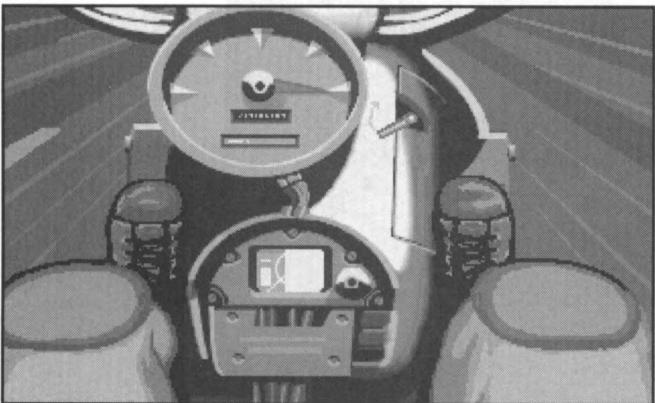
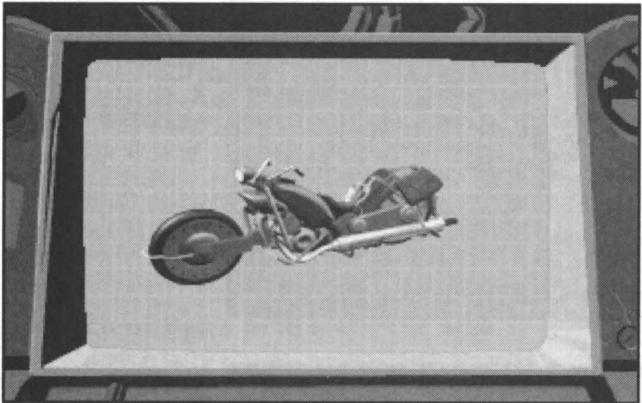
ON THE ROAD

These are some of the vehicles that you'll encounter on Ben's World. Many are primarily designed for cruising, while others are intended for cruising and combat.



Full Throttle Motorcycles

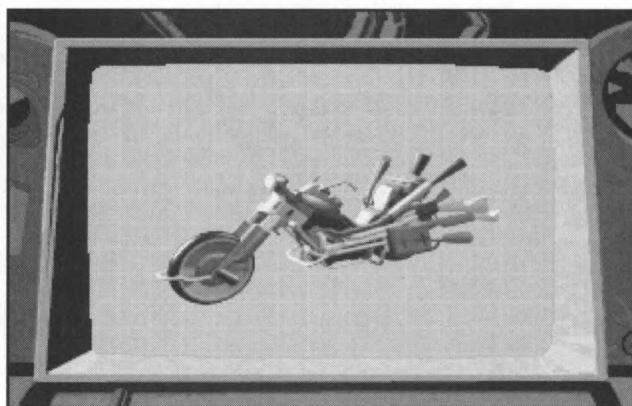
Ben's (Original)



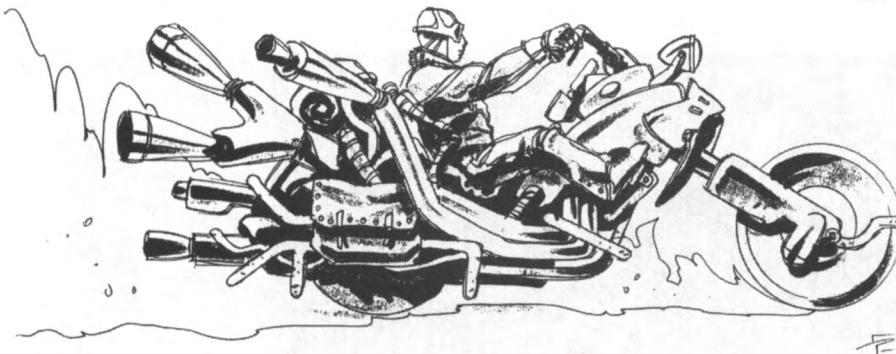
Ben's bike represents one of the best model years of the post-war Corleys. He's raised the handlebar, lengthened the wheelbase for better traction, and juiced up the compression ratio, but it's still essentially a "stock" machine — and with a Corley, that's no crime.



Ben's (Modified)



Good thing Mo has fire insurance on her shop!

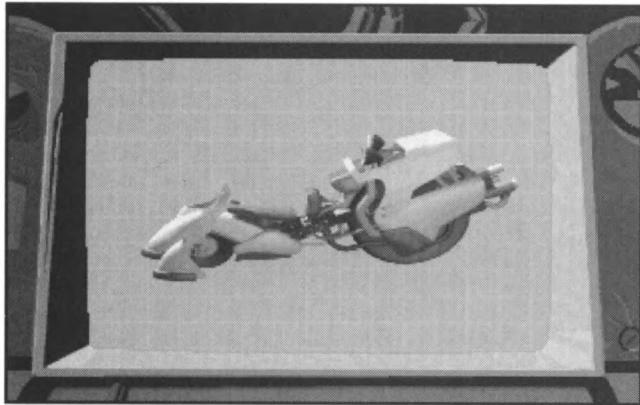


BEN THROTTLE'S BIKE

A sketch of Ben's bike from the side.

In addition to the solid fuel booster, Mo added a number of rather subtle modifications to increase overall engine efficiency. Her efforts have clearly paid off.

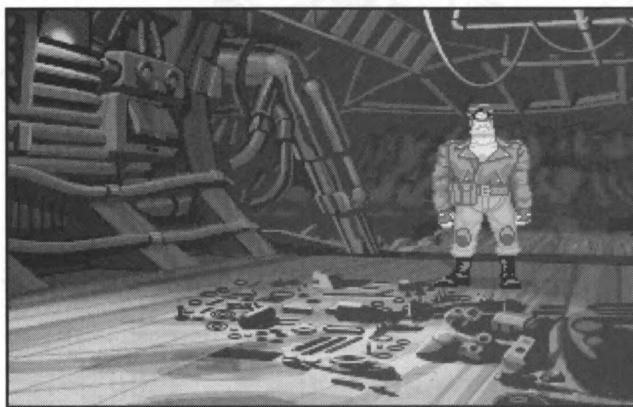
Cavefish



To this day, no one knows whether the Cavefish modified these machines until they were no longer recognizable as Corleys, or stole their bikes from space aliens. Either way, these bikes feature a unique recumbent design that makes it easier for their riders to see the hidden dots on the road near the Cavefish hideout.



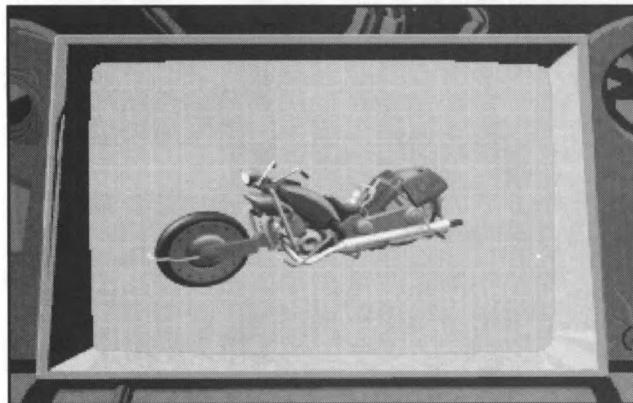
Hardtail



Not much is left of the hardtail after the Demolition Derby.

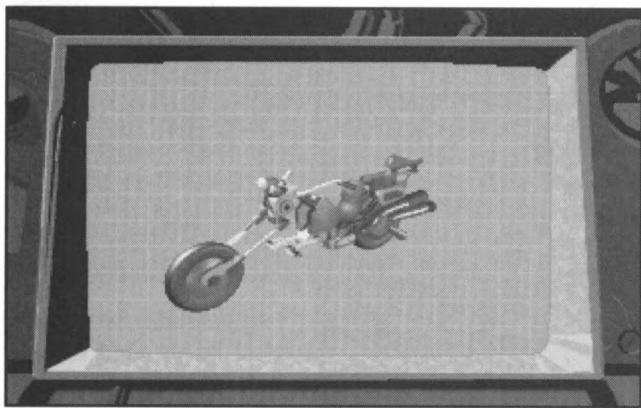
This classic hardtail, restored by Mo and her dad, is a gem from the pre-war Golden Age of cycles, when Corleys, Indigenes, and Kramdens ruled the roads.

Polecat



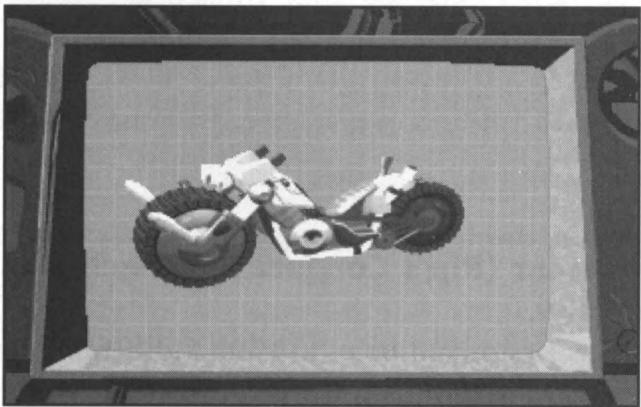
Polecats have a deep (some would say obsessive) affection for their bikes. These stock Corleys are lovingly maintained. With their motorcycles, as with their social lives and their occasional brawls, what the Polecats lack in technical expertise, they make up for in passion and dedication.

Rottwheeler



The Rottwheelers care little more about their bikes than they do about anything else, which is to say, not a whole lot. They view their motorcycles as transportation and weapons only, and they keep their bikes functional, but not clean or well tuned.

Vulture

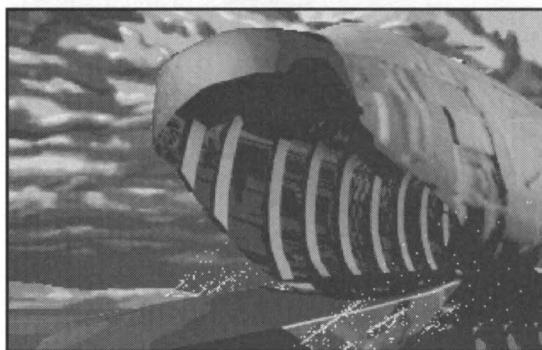


The basic Vulture Corley (as modified by Suzi and Mo) is designed to look baaaad and take maximum advantage of the solid fuel turbo booster. Individual Vultures often add personal design variations to achieve a stylish flair.



Other Full Throttle Vehicles

C330 "Big Mouth" Industrial Cargo Jumbo Transport



With its huge front cargo door open, the C330 looks a lot like the Great White Whale.

Where Found: Highway 44.

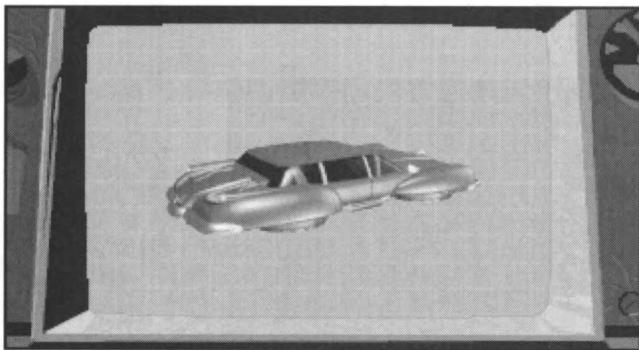
Role: In Full Throttle's final confrontation, this plane taxis furiously behind Ripburger's semi as Ben, Mo, and Rip struggle for survival. With a burst of speed, the C330 "swallows" the semi whole to set up the end game.

Remarks: A plane that serves as living quarters and hideout for Suzi's gang and can cruise the highway at breakneck speeds — too bad this bird can't fly!

Corley Motors Hovercar (Rip's Corporate Wheels)

Where Found: Highway 9.

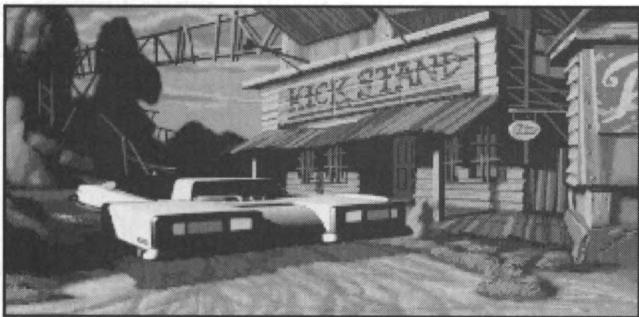
Role: This hovercar zips Nestor and Bolus around. More importantly, it has the hoverfan Ben will need to jump the gorge.



Nestor and Bolus get "fertilized" while chasing Ben in this sleek vehicle.

Remarks: There's not much to say about the hovercar, except that vehicles that hover have huge advantages over vehicles that don't.

Corley Motors Hoverlimo



The latest in transportation, No wheels, no road drag!

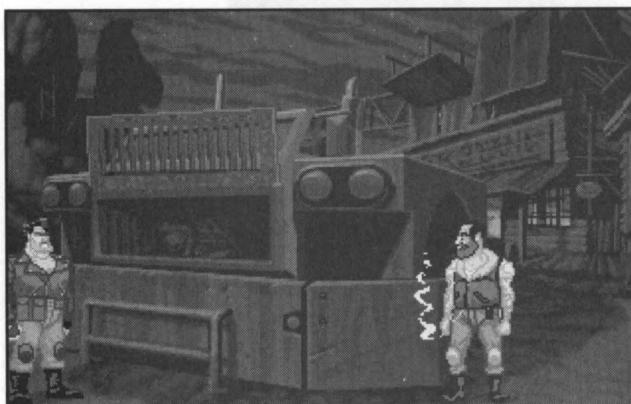
Where Found: Highway 9.

Role: The hoverlimo brings Corley and Ripburger to the Kickstand, where Full Throttle begins.

Remarks: The latest in corporate executive toys, equipped with television, portable bar, changing room, and golf club holder, this motorized wonder is universally envied.



Emmet's Semi (a.k.a. Bamboozle)



Emmet shows Ben his semi's aromatic hiding place.

Where Found: The Kickstand.

Role: Bamboozle provides a hiding place for Ben, while Emmet fools the police at the roadblock with the fake Federal Investigator Badge. Bamboozle also holds the fertilizer powder Ben will need to get at Nestor and Bolus' hoverfan.

Remarks: Emmet has built many secret compartments into this smuggler's dream.

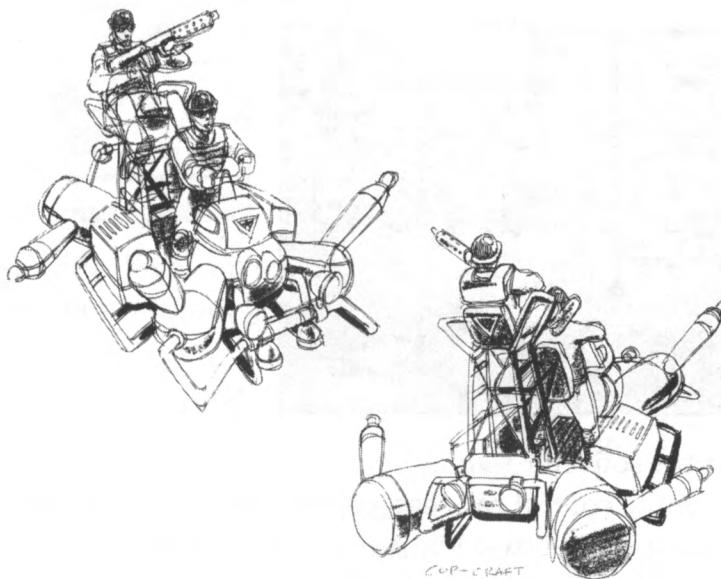
Miranda's Car

Where Found: Hidden beneath Mo's porch.

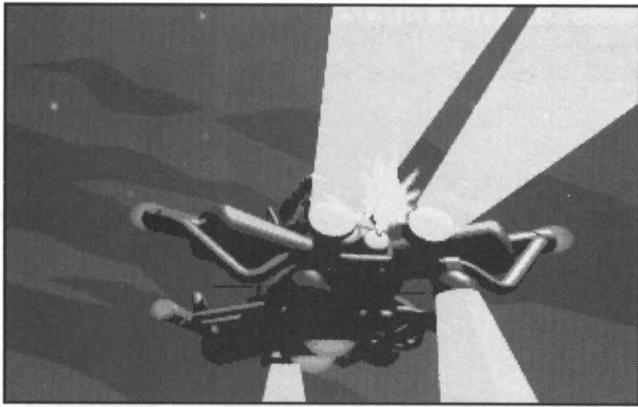
Role: Miranda's car gets her to the rest stop in time to witness Corley's murder.

Remarks: Miranda is as generous with her wheels as she is with her newspaper.

Police Hoversled



A pair of rough drafts for the rent-a-cops' hoversled.



Where Found: Hovering over the gas tower.

Role: This hoversled scares the bejeebers out of Ben if he tries to climb the tower's ladder. If he hides, Ben can siphon some much needed gas from the hoversled's tank.

Remarks: Looking like a dark, ominous, predator from the past, this hovercycle is one of the only things in Full Throttle that Ben can't attack head on and beat.



RC Car

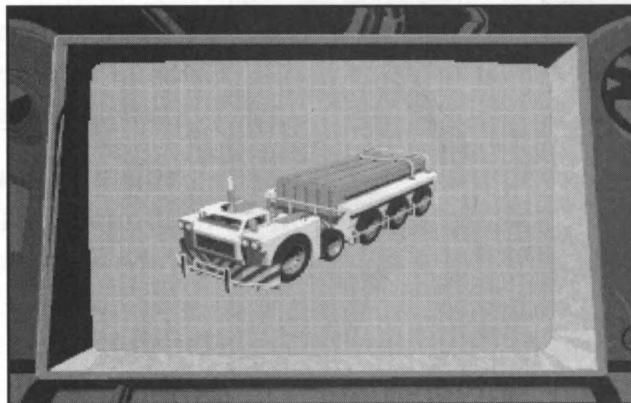


Where Found: At the souvenir stand.

Role: Using this remote control car distracts Horrace and leaves the way open for Ben to swipe the box-o-bunnies and the batteries.

Remarks: Playing with this car brings out Ben's child-like side.

Ripburger's Semi



Where Found: Highway 9, after the Corley Motors stockholders' meeting.

Role: The final confrontation takes place on this semi.

Remarks: Actually, Ripburger doesn't own the semi. He just borrowed it from the Corley company assault semi pool.



THE COMPLETE FULL THROTTLE PROGRESS CHECKLIST

All the progress checklists from Chapter 4's walk-through are listed below. You may want to keep this master list at your side while you play Full Throttle. It's a convenient resource that will push you in the right direction without giving you too much detail.

The Kickstand

- Get knocked out and thrown in the dumpster.*

Noise from a Dumpster

- Regain consciousness.*
- Get out of the dumpster.*
- Enter the Kickstand.*

Convincing the Kickstand Bartender

- Manhandle the bartender.*
- Get your keys.*
- Take off.*

The Open Road

- Beat up a Rottwheeler.*
- Pop a wheelie.*
- Eat gravel.*

Melonweed

Mo's Fixit Shop

- Regain consciousness.*
- Get the gas can.*
- Get the hose.*



Todd's Trailer

- Inflict grievous bodily harm on Todd.*
- Get the lockpick.*
- Get the meat.*
- Get the welding torch.*

Gas Tower

- Pick lock.*
- Get the lock.*
- Set off the alarm.*
- Get shot at.*
- Fool the rent-a-cops.*
- Get the gas.*

Todd's Junkyard

- Lock the gate.*
- Climb the cable.*
- Discover the doggie.*
- Put the meat in the car.*
- Lift the car (and the dog) with the magnet.*
- Get the fork.*

Outwitting the Rent-a-Cops (Again)

- Set off the alarm.*
- Run like hell.*
- Get on your bike and ride out of town.*

Malcolm Corley's Final Rest Stop

- Witness the murder.*
- Dash off to rescue Mo.*

Return to the Kickstand

- Catch the news.*
- Get the ID.*
- Give the ID to Emmet.*
- Get a ride.*

The Mink Ranch

- Lose your hose.*
- Find a hose and a tire iron.*
- Chase Mo.*

Return to Cruisin' Highway 9 and the Old Mine Road

- Get the fertilizer.* — 1
- Get the flail.* — 4
- Get the two-by-four.* — 6
- Get the chain saw.* — 5
- Get the chain whip.* — 2
- Get the booster fuel.* — 3
- Get the goggles.* — 7
- Use the goggles.* — 8

Cavefish Hideout off the Old Mine Road

- Get the ramp.*
- Mislead socially-unacceptable, goggled, and heinous villain bikers so that they get severely damaged.*

Bamboozling Nestor and Bolus and Jumping the Gorge

- Cause Nestor and Bolus to nearly have a bad auto accident.*
- Steal their hoverfan.*
- Jump the gorge.*

Ben Commits Bunnicide: The Vultures String Him Up

- Make Horrace go away.*
- Steal his box of bunnies.*
- Send the box of cute harmless toy bunnies to their demise.*

Vulture Hideout

- Get tied up.*
- Get untied by calling Mo a "Diapered Dynamo."*
- Absorb the details of Suzi's clever plan.*



Demolition Derby at the Smash-A-Torium SUNDAY!

SUNDAY! SUNDAY!

- Take out the car driven by the innocent demolition driver.
- Take out the car driven by the not-so-innocent Boom-Boom Brothers.
- Explode Maureen's car.
- Set yourself on fire.
- Set the stadium on fire.
- Trick Nestor and Bolus into setting themselves on fire.

Return to Vulture Hideout

- Find out how to sneak into Corley Motors.
- Notice part numbers.

The Caper at Corley Motors

- Get into the building.

Cracking the Safe

- Get into the safe.
- Retrieve Corley's audiotaped will and key card.

Stealing the Show

- Mess up the projector.
- Don't get caught.

Mo Takes the Helm and Ripburger Gets Away

- Play the audio tape.
- Catch your breath.
- You're doing fine.
- Big finish straight ahead.

Happily Ever After (Not)

- Open the engine.
- Open the top panel.
- Get the cane.
- Stop the fan.
- Climb around back.
- Loosen the fuel line.
- Rip out the fuel line.

Stop the Plane!

- Get to the cockpit.
- Raise the landing gear.
- Save Mo.
- Fly helplessly through the windshield.
- Get rid of Ripburger.
- Find your bike.
- Escape flaming death.

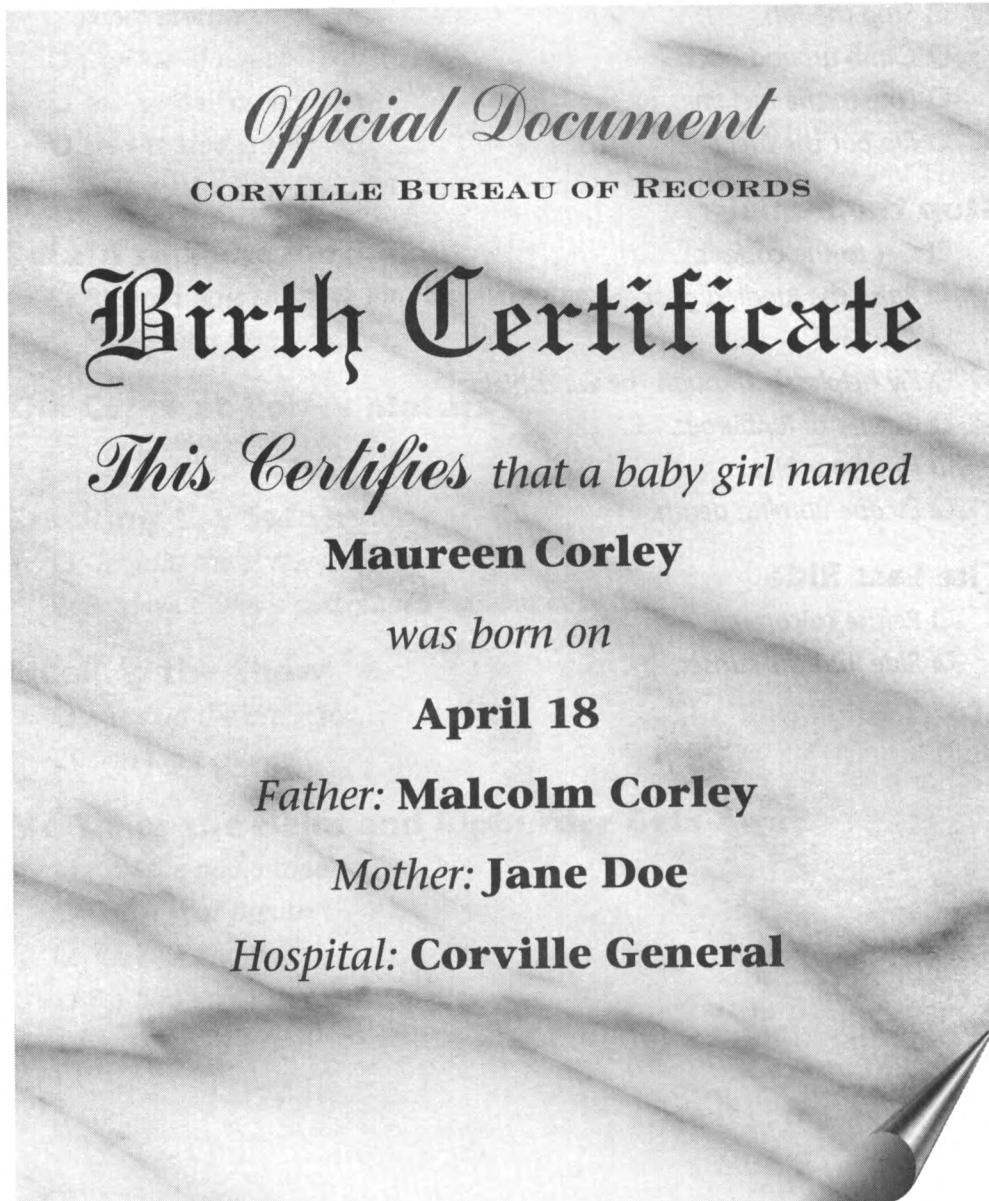
The Last Ride

- Refuse to commit.
- Ride into the sunset.



FULL THROTTLE DOCUMENTS

Maureen Corley's Birth Certificate



Adrian Ripburger's 6th Grade Report Card

REPORT CARD

Student Name: ADRIAN RIPBURGER

Grades:

Intermediate Accounting	A
Typing	A-
U.S. History	A
English Literature	B+
Shop	D
Advanced Economics	A+

Attitude and Deportment:

Truth be told, Adrian is an s.o.b — nasty, secretive, and completely amoral. Young Ripburger will make a great prison warden or a vice-president of some minivan corporation. We recommend he skip ahead to the 8th grade to spare one year's worth of teachers.

Signed,

Constance Brooks

Constance Brooks

Mr. Peepers

Mr. Peepers



THE LIMITED EDITION FULL THROTTLE TRIVIA QUIZ

Can't get enough of Full Throttle? Learn even more about this exciting game by playing the Limited Edition Full Throttle Trivia Quiz. Here you'll find out where Ben's swagger came from, discover Full Throttle's Disney connection, and learn how Quohog and Ripburger got their unique monikers.

We highly recommend playing this quiz when conversation turns to any of the following subjects: politics, the penal code, striking millionaire athletes, or their multi-millionaire bosses.

O.K., yank yourself away from Full Throttle for a few minutes, gather some friends around, and start quizzing. Twenty-two factoid-filled questions follow. You'll find their answers at the end of Chapter 6.

1. What Japanese film's lead character inspired Ben's swagger?

- a. Rashomon.
- b. Seven Samurai.
- c. Yojimbo.

2. What animal milieu provided an ingredient for most Full Throttle sounds?

- a. Houses.
- b. Rodeos.
- c. Jungles.

3. Name the household item that is frequently used to punctuate many Full Throttle sounds?

- a. A can opener.
- b. A hair dryer.
- c. A cheese grater.

4. What inspired the name “Quohog” for the Kickstand’s bartender?

- a. A special breed of pig.
- b. The book Moby Dick by Herman Melville.
- c. The classic animated cartoon about Rome, Quo Hoggus?

5. What is “Ben” named after?

- a. A movie about rats.
- b. A movie about gentle bears.
- c. The name Tim Schafer’s parents almost gave him.

6. What Full Throttle voice-over artist also supplies the voices for Disney’s Pluto and Goofy?

- a. Bill Farmer.
- b. Hamilton Camp.
- c. Roy Conrad.

7. What Full Throttle designer also created the 15th and final level for Rebel Assault?

- a. Richard Green.
- b. David Vallone.
- c. Peter Chan.

8. What inspired Ripburger’s first name?

- a. The film, The List of Adrian Messenger.
- b. A code word for MI6 agents in World War II.
- c. Rosemary’s Baby is named Adrian.



9. The open road pan and voice-over at the beginning of Full Throttle is an homage to what famous biker movie?
- a. The Wild One.
 b. ET.
 c. Gidget.
10. Did the original design for Full Throttle give Maureen a twin sister?
- a. Yes.
 b. No.
11. Did Clint Bajakian ever get stung while creating sounds using bees in a jar?
- a. Yes.
 b. No.
12. In what LucasArts game do characters have the same first names as the Vultures in Full Throttle?
- a. *Secret Weapons of the Luftwaffe*.
 b. *Sam & Max Hit the Road*.
 c. *Maniac Mansion*.
 d. *Maniac Mansion II: Day of the Tentacle*.
13. What do the meters behind the dirt wall at the back of Corley Motors measure?
- a. Temperature.
 b. Humidity.
 c. Electricity.

- 14. How many traffic violations did Ripburger commit while running down Ben and Mo in the game's finale?**
- a. *The Kickstand.*
 b. *The Corley Motors executive lunchroom*
 c. *Mo's Place.*
- 15. When Maureen offered to "do lunch" with Ben at the game's end, what restaurant did she have in mind?**
- a. *Less than zero.*
 b. *Less than one.*
 c. *Less than his dog has sold.*
- 16. How many pieces of art has Todd Newlan sold?**
- a. *Less than zero.*
 b. *Less than one.*
 c. *Less than his dog has sold.*
- 17. What is the combination to Malcolm Corley's safe?**
- 18. When not hosting the Demolition Derby, what is the Smash-A-Torium's role?**
- a. *Dirt recycling.*
 b. *Storage of Ripburger's discarded ethical principles.*
 c. *The Nestor and Bolus Mud Wrestling Extravaganza.*
- 19. Why couldn't the C330 "Big Mouth" transport fly?**
- a. *Broken wings.*
 b. *Broken engine.*
 c. *Faulty design.*



20. Will the local pizza parlor deliver to the Cavefish or Rottwheeler hideouts?

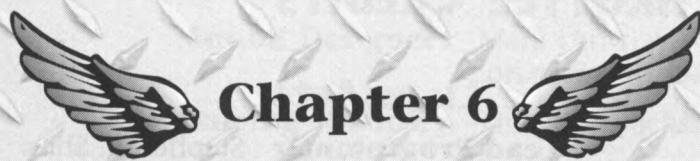
- a. No, they're too scared.
- b. No, those bikers never pay for their pizzas.
- c. No, it takes longer than 30 minutes.

21. Name the slowest bike in Full Throttle.

- a. Grand Marnier's.
- b. Darrel's.
- c. The coaster model with training wheels Horrace rides to work.

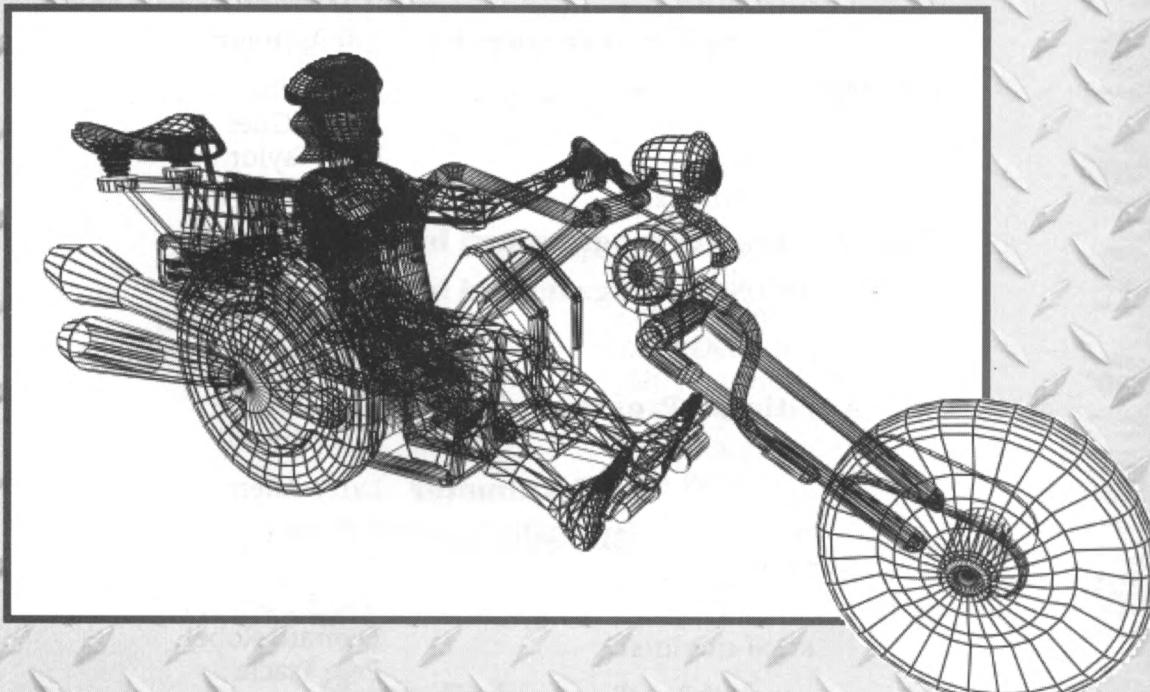
22. What Star Wars structure was Corley Motors designed to resemble?

- a. The cantina.
- b. The sandcrawler.
- c. The Death Star.



Chapter 6

The Making of Full Throttle





FULL THROTTLE CREDITS

LucasArts

Lead Programmer Stephen R. Shaw

Programmers Jonathan Ackley
Mark Crowley
Dave Grossman
Tim Schafer
Stephen R. Shaw
Hwei-Li Tsao

System Programmer Aric Wilmunder

SCUMM™ Engine Programmed by Ron Gilbert
Aaron Giles
Brad Taylor
Aric Wilmunder

INSANE™ Engine Programmed by Vince Lee

iMUSE™ Programmed by Michael Land
Peter McConnell
Michael McMahon

Additional Programming by Paul LeFevre
Matt Russell

Lead Animator Larry Ahern

2D Animators Larry Ahern
Anson Jew
Charlie Ramos
Leonard Robel
Pete Tsacle

Lead Artist Peter Chan

Background Artists Peter Chan
Brian Rich

3D Animators Dan Colon
Richard Green
David Vallone

Art Technicians Lleslle Aclaro
Kim Balestreri
Michele Harrell



Lead Sound Designer	Clint Bajakian
Sound Designers	Mark Crowley Jonathan Hoffberg
Featuring Music by	The Gone Jackals
Orchestral Composer and Music Producer	Peter McConnell
Additional Song, "Increased Chances," by	Chitlins, Whiskey and Skirt
Voice Producer-Director	Tamlynn Barra
Voice Editor and Production Coordinator	Khris Brown
Lead Testers	Dana Fong Chris Purvis Jo "Captain Tripps" Ashburn
Testing	Bill Burns Albert Chen Leyton Chew Reed Derleth John Hannon Darren Johnson Ryan Kaufman Dan Petit
Compatibility Testing	Doyle Gilstrap Chip Hinnenberg
Production Managers	Casey Donahue-Ackley Tamlynn Barra
Writer, Designer, and Project Leader	Tim Schafer

Cast

Ben	Roy Conrad
Adrian Ripburger	Mark Hamill
Emmet (trucker)	
Todd (junkyard guy)	



Malcolm Corley	Hamilton Camp
Father Torque (wizened biker)	
Media Room Security	
Maureen Corley	Kath Soucie
Nestor	Maurice La Marche
Gunner	
Sizeable Bill (Rottwheeler)	
Bolus	Jack Angel
Door Guard at Corley Motors	
Horrace (souvenirs)	Bill Farmer
Newscaster	
Pilot	
Roadblock Cop	
Darrel (Polecat in bar)	Nick Jameson
Mavis the Media Lady	
Michael (Vulture with booster)	
Miranda (photographer)	Pat Musick
Suzi (leader of the Vultures)	Tress MacNeille
Quohog (bartender)	Mal Friedman
Blotch (Rottwheeler)	Denny Delk
Grand Marnier (Rottwheeler)	Scott Bullock
Razor (Vulture with short hair)	Zachary Burton
Wendy (Vulture with long hair)	
Sid (crazed Vulture)	Steve Blum
Smash-A-Torium Announcer	Alex Bennett

BEHIND THE SCENES

When this book was in its conceptual stage, we thought readers would enjoy a brief introduction to the LucasArts design team, an homage of sorts to the creators of Full Throttle. After 20 hours of extensive interviews with some of the people who created Full Throttle, that brief

introduction turned into this rather lengthy chapter. The interviews, spread over a four-day period in early January of 1995 (when it just wouldn't stop raining in California), elicited a fascinating glimpse into the rapidly evolving field of computer game development, as practiced at LucasArts.

Having gotten this far in the *Full Throttle Official Player's Guide*, you've probably been fortunate enough to experience Full Throttle and its rich characters and story firsthand. We hope you enjoy this part of the book, in many ways our favorite, where we explore the personalities and processes behind the game.

Along the way, you'll discover some of Full Throttle's hidden ins and outs, see where much of its richness originated, and learn just what went into the massive effort to bring you into Ben's World, a project that, from concept to release, took almost two years!

Here are a few examples of what we'll discuss:

- *How a signature digital sound was created for each motorcycle by combining everything from monster Harleys and Bengal tigers, to hair dryers, to bees buzzing in a jar.*
- *The talent behind the voices for the game's characters, from the actor who also supplies the voice for Disney's Goofy and Pluto to voice-over stars you've heard on TV and in film.*
- *How voice actors were auditioned for the role of Ben.*
- *The inspirations for some of the names used for Full Throttle's main characters.*
- *Which Full Throttle artist was a pilot in Rebel Assault, and which 3D animator designed that game's explosive final level.*

While it was impossible to profile all of the people who contributed to Full Throttle, we tried to choose individuals who would be representative of both the game and the process that made the game possible.



Programming

Stephen R. Shaw



Full Throttle's lead programmer has a degree in computer science systems programming from Tennessee Technological University. Like much of the Full Throttle team, he also has roots in media — in his case, professional acting and lighting design, mainly at the Cumberland County Playhouse in Crossville, Tennessee.

After admiring the company's creative efforts from afar, Stephen came to LucasArts by simply getting its phone number out of a phone book in the local library. When he found out there was a position open, he applied and was hired as a programmer. Just before becoming the lead programmer on Full Throttle in early '94, Stephen worked as one of the lead programmers on *The Dig*.

Game programmers rely on resource managers called "engines" that both keep track of different game elements such as dialog, sound effects, art files, and special animations, and also make sure these elements interact correctly. Full Throttle borrowed the Rebel Assault engine, most notably for the exciting Old Mine Road sequence, where Ben takes on a host of hostile bikers. Part of Stephen's job on Full Throttle was to use that engine to handle the video streaming of road going by. The designers wanted to avoid an excessively arcade feel that would detract from Ben's adventure. The action in this combat sequence was therefore designed to rely partly on decision making, and not entirely on hand-eye coordination. Success comes from figuring out which weapon will work best against each opponent.

On top of the Rebel Assault engine, Stephen had to program what he calls a "fight" engine. This engine controls the way bikers interact with each other and with the surrounding environment. Ben's bike has to sway when hit, and a rival biker's head has to realistically pop back when Ben lands a blow. The fight engine makes this happen.

At LucasArts, all the programmers are also integral members of the design team. Full Throttle's programmers regularly attended design conferences and helped develop some of the game's puzzles. Originally, the



only way Ben could convince Emmet to help him bypass the roadblock was for Ben to impress the crass trucker with his mumblety-peg skills. No one was really happy with that solution — it felt arbitrary, rather than tailored to Emmet's particular needs and character flaws. When Stephen suggested that Ben meet the reporter, Miranda, who would give Ben a badge to convince Emmet to smuggle him through the roadblock, there were general nods around the table and the Full Throttle team was able to move on to its next challenge — where to have lunch.

Stephen couldn't even begin to estimate the number of lines of code he and other programmers wrote for the various programming engines used in Full Throttle. He emphasized that, beyond this contribution, lead programmers at LucasArts must manage and work with the other programmers to assure a consistent approach and result.

Mark Crowley

Mark Crowley started his career at LucasArts while still a student at Sonoma State University pursuing a Bachelor's degree in programming. He was given the phone number of a senior programmer at LucasArts by a friend who worked there, and he called up to get career advice. The senior programmer took him out to lunch with some other LucasArts programmers, gave him lots of good suggestions, and, after lunch was over, asked if he wanted a job. Mark's first response was "No thanks, I'm still in school," but when he went home he thought, "Am I crazy?" Mark called back to say he had changed his mind and has been programming ever since. (He's still in school at the present time.)

While at LucasArts, Mark has worked The Dig, Big Sky Trooper (both due for release in spring of 1995), and, of course, Full Throttle. Mark has been one of the workhorses of the Full Throttle team; he's implemented puzzles, fixed a great majority of the bugs, and also worked with Clint Bajakian on sound design. In short, as Mark says, "I'm the guy in the trenches."

Mark's favorite Full Throttle puzzle is getting past Little Todd, the junkyard dog, to obtain the front fork Ben needs for his bike. "That's the one I've put in a lot of work on," Mark says, "and we tend to prefer our own work."



Animation

Larry Ahern

Larry, the game's lead animator, studied art at UC-Davis. His biggest interest was cartooning, and, after getting his fine arts degree, he worked as a freelance cartoonist. For five years when the surfboard craze was all the rage, Larry manufactured and marketed lines of surfware T-shirts. He also designed calendars, coffee mugs, and giftware.

Larry came to LucasArts in 1990 and worked on Monkey Island 2: LeChuck's Revenge with Tim Schafer, who was a programmer on the project. He also served as Lead Animator on Day of the Tentacle. Larry admits to really learning animation on the job. When Larry started, the hardware didn't permit sophisticated animations, so much of his time was initially spent developing and mastering new technology and techniques.

One of the animator's principal tasks is to define the way characters move and behave. In consultation with Tim, Larry developed the original sketches for Full Throttle's characters and then drew up model sheets of the characters in various poses for the animators to follow. Larry was very involved in many of Tim's "bull" sessions when the

**EMMETT**

Larry's sketch of a glowering Emmet.



story and game design were in their infancy. In this process of sharing and reshaping ideas, Larry contributed greatly to the variety and scope of the game's puzzles.

In general, Larry designs characters on paper, then — once the look of the character is set — he color models his creations on a computer screen against the game's backgrounds. There's a large amount of back-and-forth to get a cohesive style. "2D characters need a nice, simple look that's not too difficult to animate, but detailed enough to be interesting."

Asked for an example, Larry talked about developing Maureen. He wanted Maureen to be a bit more realistic in style than previous animation work he had done. Not too realistic, though — more like Japanese animation or comic book art, with a little personality. During the design process, someone noted that Maureen was "not sexy enough." This told Larry he was on the right track; he'd been trying to avoid a too-buxom-and-blond caricature.

Another of Larry's important stylistic contributions concerned Full Throttle's use of close-ups. Larry thought inserting close-up shots of Ben reacting to events would be more effective than relying on Ben's payoff reactions, which are generally shown with a wider shot that offers a relatively limited view of Ben's face. Emphasizing the close-up this way helped the animators communicate Ben's personality and added drama to the unfolding events.

To get a better idea of Larry's overall role in the making of Full Throttle, consider what went into the development of the game's opening sequence:

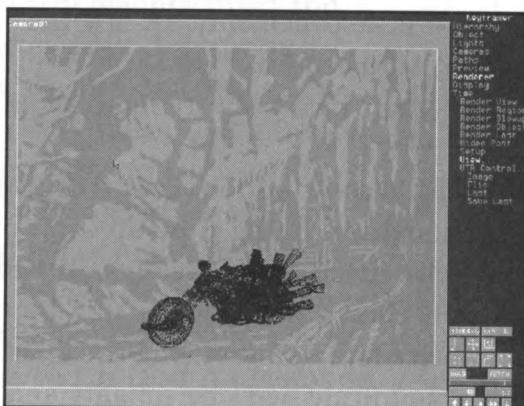
Larry first drew a storyboard (a series of camera shot-style drawings that map out a scene). Then, while Peter Chan developed the backgrounds, Larry worked with 3D artists Dan Colon and Richard Green on animation roughs (much like black and white sketches that move) to nail down camera angles and the way 2D images (the background and characters) and 3D images (the vehicles) would be integrated. Larry then created the roughs of the characters inside the limo and supervised the work that turned these roughs into a fully colored, fully animated sequence. Larry also made a major contribution in directing all 2D and 3D animation sequences.



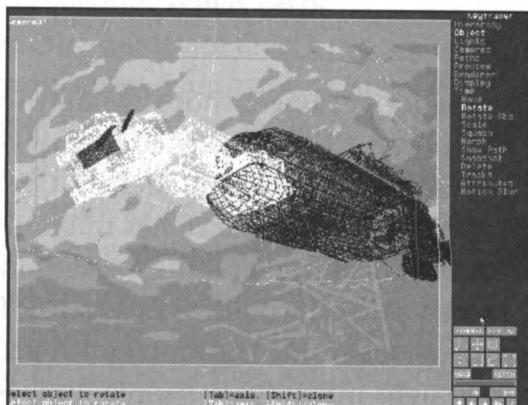
Richard Green

Richard Green, one of Full Throttle's 3D animators, used to be an industrial designer for electronic equipment. He also created special effects, built miniature sets, and worked on computer animation for motion pictures and other media.

After joining LucasArts in mid '93, Richard joined the Rebel Assault team animating levels 4 and 15, among other sequences. Rebel Assault was almost entirely designed using 3D animation. After that project finished, Richard wanted to work on a game that used both 2D and 3D animations, with the interesting challenges this mix can present.



Blue screen art for Ben in the Cavefish hideout.



Blue screen art for the climactic gorge fight.



The cargo plane, in all its glory, as rendered by Richard.

His early work on Full Throttle involved animating the gas tower scene where the police hoversled homes in on Ben. Peter Chan created the background, yard, tower, and other structures. Richard used Peter's artwork as a guide to create the effect of the sled circling the tower and patrolling Melonweed. He took great pains to assure smooth scaling of the hoversled as it approached and flew away from the "camera."

Richard also animated many of the game's road scenes. When a motorcycle zooms off into the distance, it has to smoothly dwindle from a full-sized vehicle into a speck on the horizon. 2D art (such as the game's backgrounds) is not always mathematically perfect — the artist often draws "what looks good." In Richard's 3D world, mathematical precision is crucial to the way you position "cameras" to take shots and arrange light and shadow to lend depth and realism. Getting these two different approaches to work together made the road scenes particularly challenging.

Richard enjoyed working on the opening sequence, coordinating the 2D art of the background and characters with his 3D vehicles, and arranging the dynamic shot where the camera pans past the other bikers, then dollies around for a front shot of Ben, with Ben's bike closing in on the gamer until he's in full-blown cruising mode. This scene is an especially impressive example of how 2D and 3D artists can work together to create a unified and exciting visual sequence.

His last work on the game was on the design for the Old Mine Road 3D scenery models. That one project took six weeks to complete! Richard particularly likes these battles and the interactive game within a game they add to Ben's World.



Art

Peter Chan



Lead Artist Peter Chan wants the Full Throttle player to "Pull the blinds. Turn off the lights. Play this game in the dark. Like a movie, where your attention is just on the screen." According to Peter, this is the best way to get the full graphic experience he intended.

Peter attended Delta Junior College in Stockton, CA, and the Academy of Arts College in San Francisco. While working for an ad agency called Storyboard Express, he helped design TV commercial campaigns, including the popular "Milk does a body good" spots. He also designed a Siegfried and Roy billboard (featuring a mechanical dragon spitting out fire) and volunteered at the Academy of Sciences in Golden Gate Park, recreating prehistoric plants for the "Life through Time" exhibits.

Upon joining LucasArts in 1990, Peter was assigned to *Monkey Island 2: LeChuck's Revenge*. Following this, he was lead artist on *Day of the Tentacle*, and lead 2D artist on *Sam & Max Hit the Road*. He was also involved in preparing cut scenes for the Super Nintendo version of *Empire Strikes Back*. If you want to see what Peter looks like, just take a peek at the *Rebel Assault* manual's cast of characters. Peter is the heroic Captain Merrick Simms, Blue Squadron.

Peter began his work on *Full Throttle* by doing little storyboard layouts and sketches of each room in the game. Larry Ahern, the lead animator, then drew the characters on top of Peter's backgrounds. Because *Full Throttle*, in its effort to convey cinematic effects, uses a lot more close-ups and medium shots than previous LucasArts games, Peter had a lot more work to do. He tips his artist's beret to his assistant, Brian Rich, who handled many of these shots and allowed Peter to concentrate more on those amazing backgrounds.

Consistent with LucasArts' team approach, Peter's visual ideas also helped shape *Full Throttle*'s story. He noticed, for example, that the



CAVEFISH LEADER



Peter's vision of the Cavefish.



blind Cavefish bikers were described as riding low on their bikes to see the road dots. Springboarding from this, Peter suggested that the Cavefish wear infrared goggles and have bikes with a recumbent design that would leave the rider's face only inches from the ground. That's why the Cavefish look like they're about to tumble headlong off their bikes onto the road.

Peter drew all the game's motorcycles and most of its backgrounds. In creating the bikes, he started with souped-up Harleys for the frames, then added his own embellishments to achieve a look that's uniquely suited for Ben's World. The awesome pan shot of Corley Motors began with Tim saying "We need an old factory." Peter initially drew the rundown, original section. He followed this with the more modern section of the factory, reflecting Ripburger's odious influence. Peter was especially pleased with the way Richard Green used the rotating Corley sign to give the scene extra depth.

According to Peter, "Line art is the front end of a project, always fresh and exciting." In part because he and Larry found drawing realistic cars and motorcycles a little dull, they suggested to Tim early on that Full Throttle have a slightly unrealistic, cartoonish look. Although Tim had originally pictured the game as a fairly realistic biker story, Peter and Larry's sketches convinced him that a touch of the unreal would work.

"I'm not much of a gamer," says Peter. There aren't enough hours in the day and he always needs a cheat sheet. "I don't mind making the games, but I'd rather spend my free time with my family."



Sound Effects

Clint Bajakian



Clint Bajakian (left) samples motorcycle sounds for Ben's bike (photo by Von McKnelly).

Clint's background, including a Master's degree in music composition from the University of Michigan, is a great asset to LucasArts. While in school, he wrote pieces for instrumental ensembles, including one that was performed by the University Orchestra, and he later received a classical guitar degree from the New England Conservatory of Music. Clint also enjoyed working as the music director at an art camp under the auspices of the Boston Symphony Orchestra at Tanglewood.

In 1991, Clint came to LucasArts and composed the music for Indiana Jones and the Fate of Atlantis and Monkey Island 2: LeChuck's Revenge. One of his greatest challenges was making his sound and music compatible with the many sound and music cards on the market. Clint's part of the industry has changed dramatically since then. Full Throttle, with its completely digital sound and music, showcases many of these advances.

Clint also created effects for X-Wing, music for Day of the Tentacle, the complete musical score for Sam & Max Hit the Road, and both sound effects and some music for TIE Fighter. As this book is being



written, Clint is working on the sound and music for Dark Forces, a new LucasArts game, due to be released a month before Full Throttle. For Full Throttle, Clint produced just the game's sounds.

Full Throttle's tone is a departure from that of previous LucasArts' adventure games. Ben is a tough and semi-realistic hero, who is cool, not zany. The game's sounds reflect this attitude. A huge emphasis was placed on the quality, realism, and cohesiveness of Full Throttle's sound design. In previous LucasArts games, when players arrived at a game scene, there was often no sound until the player performed an action. In Full Throttle, many scenes have continual background sounds (the wind whipping around the dumpster behind the Kickstand, or crickets at night in Melonweed, for example). The goal of this fuller approach is to make the soundtrack more serious and realistic. To accomplish this goal, Full Throttle required hundreds of unique sounds that were incorporated into the game by sound programmer Mark Crowley after Clint worked his magic.

In creating these sounds, Clint's basic watchword was BIG. After all, Full Throttle takes place in a bold universe. He immediately latched onto the familiar "heartwarming sound of a Harley" — deep, heavy, with straight pipes and no mufflers. Clint combined the Harley's sound with growls from big jungle animals to add a richer, organic personality. In this effort, Clint was greatly assisted by Jonathan Hoffberg.

Clint captured great sounds wherever he found them. One of his coworkers at LucasArts had a decrepit van that emitted a very convincing death rattle. Clint put a microphone in the grill of the van, and put this sound in the game as a component of Ripburger's lethal truck.

Clint also matched sounds to various characters. For instance, the Rottwheelers are big, slow, and bald. Their bikes emit a ponderous rumble that's well suited to their inability to reach high cruising speeds. His heavy use of animal noises comes from his belief that these sounds are particularly alive and real.

To get the right aural landscape for Full Throttle, Clint mined the cinematic universe for special effects from Skywalker Sound, a sister



Lucas organization, then got down to earth, using recordings of an auto accident to generate the sound of Ben punching the dumpster.

The Sound Mixer

Here are some of the sounds from Full Throttle and the components that were used to create them:

Sound	Component #1	Component #2	Component #3	Component #4
Ben's original bike (cruising)	Harley	Jet engine whistle		
Ben's original bike (idling)	Harley	Bengal tiger		
Ben's original bike (starting)	Harley	Lion roar		
Bike wipeout	Kicked cardboard boxes, shaken pieces of metal, etc. with tone pitched down			
C330 plane	Jet airplane engine	Conventional diesel engine	Low, powerful, frequency heard through good speakers	Military tank
Cavefish bike	Bees buzzing in a jar	Formula I engine passing by	Dentist drill	Stressed steel concrete saw
Corley hoverlimo	Futuristic wahwah	DustBuster	Hair dryer	X-wing (Skywalker Sound Star Wars fx)
Dumpster punch	Auto accident with lots of reverb			
Emmet's semi	Standard truck			
Miranda's car	Simple hatchback			
Rip's semi	Truck	Angry pig snorts	A coworker's awful van	



Sound	Component #1	Component #2	Component #3	Component #4
Rocket booster	X-wing revving up	Jet plane		
Rottwheeler bike	Military tank	Same pig scream used for Rip's semi	Hair dryer with tone pitched down	Chains dragged over a chain link fence
Skid to a stop	Skidding sound on Clint's gravel driveway			
Vulture bike	Dirt bike			

Clint's goal for nonvehicle sounds was cinematic realism. BIG cinematic realism. When Ben smashes down a door, Clint makes it sound as if Ben is eight feet tall with a size-25 boot, smashing down a 12-foot door. Clint says sounds may start out "fairly straightforward, but get beefed up larger than life." His crowning achievement for Full Throttle is the game's finale, a huge, lengthy, complicated melange of sounds and music.

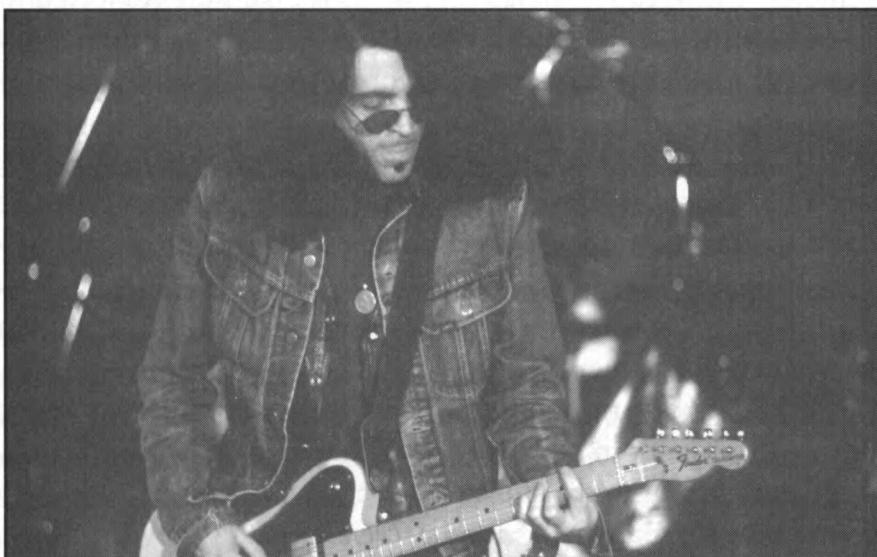
Clint didn't want to simply lift ordinary sounds from stock CD libraries. Instead, he used a combination of CD sound effects libraries, Skywalker Sound effects, and on-the-spot recordings. He rarely used just one type of sound without mixing it with others and then processing that mix with pitch shift, equalization, compression, reverb, and other non-linear processes.

LucasArts research shows that half the people who play games channel the sound through their stereos. With adventures like Full Throttle, this extra equipment is put to excellent use, especially to convey the rich and powerful low frequencies.



Music

Keith Karloff



Keith, hard at work.

Keith is guitarist and singer/songwriter for The Gone Jackals. The other members of the Jackals are R. D. Maynard on bass and Trey Sabatelli on drums.

Starting in New York City with Whiplash and Samantha, Keith has always worked with bands that "made an incredible amount of noise." He's also worked as a studio musician. Currently based in the Bay Area, the band has played up and down the West Coast.

Asked whether the band had done music for a computer game before, Keith remarked that "This is all pretty new. It's uncommon for almost any band to be in something like this. The biggest knock against rock is that it's all been said and done, and this hasn't." He sees interactive entertainment as a new venue where a relatively unknown band like the Jackals can get exposure without the usual record company hype and associated sellout.



The band's music reflects their surroundings. Keith and his friends all ride motorcycles and play generally aggressive music that he describes as "hard rock for thinking people." Keith really enjoys riding and he bemoans the negative image that he feels bikers are subjected to unfairly. Gaining public exposure for The Gone Jackals through a story that glorifies a biker hero, in Keith's words, "is tremendous."

Peter McConnell

Peter studied music at Harvard and worked for a company called Lexicon that specializes in musical technology for performing artists. He has also played in several bands, including Crocodile Tears (in Boston) and Lotus Eaters (in San Francisco). His current band is Devotion and his instrument is the electric violin.

Peter joined LucasArts as a music composer and interactive music software programmer in early '91. He codesigned and continues to enhance and improve iMUSE, the interactive music and sound system LucasArts uses for many of its interactive adventure games.

His first projects were composing some of the original music for Indiana Jones and the Fate of Atlantis and Monkey Island 2: LeChuck's Revenge. Peter also worked on X-Wing, Day of the Tentacle, Sam & Max Hit the Road, and TIE Fighter.

To prepare for Full Throttle, Peter saw *Easy Rider*, *The Wild One*, and a video covering motorcycle conventions throughout the country. Originally, the idea was to license music from some well-known band for Full Throttle. But no current music was both appropriate and available. So Peter started hunting for local bands that were progressive. Through the grapevine he found The Gone Jackals. After hearing their demo tape, Peter felt they were perfect.

When asked how he goes about taking a real live band and putting them into a computer game Peter pointed out that, unlike music for movies, TV, or radio, which have linear plots, music for a computer game has to be interactive. There is no consistent beginning or ending point, and it is impossible to anticipate exactly what the gamer is going to do at any given moment. Music software tools were developed



in-house to manipulate the band's raw digital recordings into files that were then incorporated into the game. To create the hard-driving beat used when Ben takes to the road at the beginning of the game, Peter used the introduction to The Gone Jackals' song "Born Bad."

Peter also composed original music for Full Throttle's more atmospheric and emotional scenes (as opposed to Full Throttle's motorcycle riding scenes). These sequences required a different kind of feel, with more orchestration and emotion, rather than a driving beat. The result was the equivalent of a movie score that bends and turns as the plot unfolds.

"I envision that in a game, effectively providing quality music is interactive, and fits in the context of responding to what gamers are doing," says Peter. "It's similar to the best you can get out of a movie experience. Forget that you're playing a game and think you are living in a movie. This is LucasArts' first all-digital score in which we're using music not right off of a record, and it should really be groundbreaking in the industry."

Casting



Tamlynn Barra

Tamlynn's background is a mix of traditional media (producing, directing, and writing for industrial videos), foreign film dubbing, and similar work for high-tech business and software companies. She has extensive theatrical experience and a broadcast journalism degree from the University of Minnesota. Her first job at LucasArts, after arriving in 1990, was as the testing supervisor on Secret Weapons of the Luftwaffe. She was also translation producer for foreign countries, supervising the testing and production of all foreign language products for over a year.

Now she is the voice producer-director, a position that provides creative and managerial service to a game's project leader and is responsible for all areas of voice production. Tamlynn is constantly involved with decisions about vocal style and choice of voice talent, and helps



realize the project leader's vision. For Full Throttle, Tamlynn's able right arm was Khris Brown, who carried the bulk of the game's preproduction work and handled all the editing and most of the voice-effects processing.

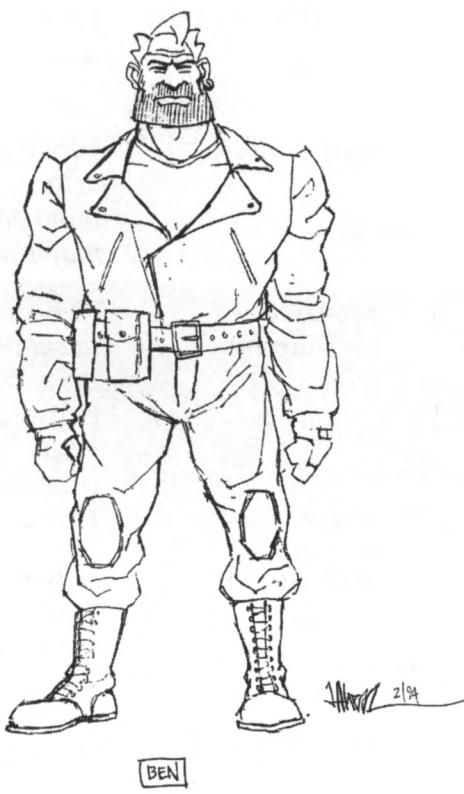
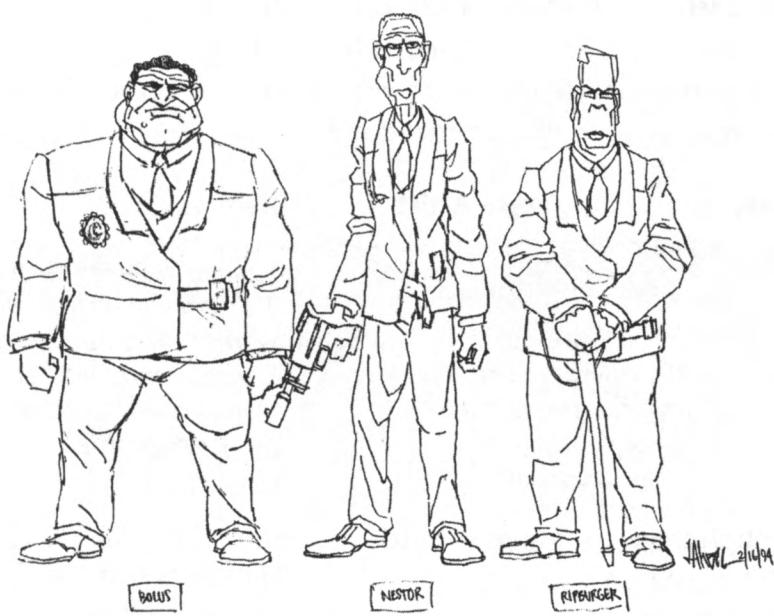
When putting together voices for a game, Tamlynn immerses herself in the characters and story line, all the while "visualizing" what voices will sound like, looking for appropriate talent, and directing the auditions. Prior to these auditions, the prospective voice actors are given scenery sketches, video clips of the game, and character drawings to help them flesh out their performances. In its casting, LucasArts regularly uses experienced voice actors from animation and commercials, as well as the occasional well-known personality like Mark Hamill. Tamlynn notes that "These are the heavy hitters of the animation world. On any given Saturday, these people are on 10 to 20 different cartoons."

Tamlynn listens to many vocal tapes before auditions and talks to actors' agents. This weeds out some of the competition, but it's in the auditions where the real decision process begins. Here, people read a short monologue or scene. Actors frequently suggest alternative versions of a character, and do multiple takes in different styles.

Tamlynn told us that about 50 people auditioned for Ben's voice. Often, game designers don't know exactly what kind of voice they want. Decisions on style, melodic ring, raspiness, and other refining characteristics are made as the game develops. One day, Tim mentioned to Tamlynn that Ben should "sound something like Clint Eastwood in *Dirty Harry*." Tim and Tamlynn immediately went back through the audition tapes, looking for that indefinable "Make my day" quality.

One of Tamlynn's suggestions involved the voice of Nestor. Nestor is surrounded by the upper-crusty, sinister voice of Ripburger, and the big-lunk heaviness of the ponderous Bolus. Tamlynn suggested, and Tim agreed, that Nestor should have a Karloffian voice to offset his cronies.

You'll find a couple of the sketches that the voice-over artists were given before their auditions on the following page.





Background Notes on Full Throttle's Cast

Many of the actors who provided Full Throttle's voices have been heard on TV and in films. Here's a sampling of their backgrounds and a little info on some of their characterizations.

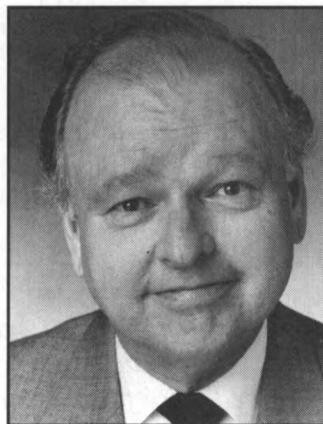
Character	Voice Artist	Remarks
Ben	Roy Conrad	<i>Supporting roles on major TV series and films. Just worked on a film with Scorsese and DeNiro. Wonderful character actor. See Roy's profile later in this chapter.</i>
Adrian Ripburger Emmet Todd	Mark Hamill	<i>Star of stage and screen. Mark loosely based Todd's voice on Archie Bunker.</i>
Malcolm Corley Father Torque Media Room Security	Hamilton Camp	<i>Recognizable character actor who plays many roles on TV.</i>
Maureen Corley	Kath Soucie	<i>Very popular animation actress. Extensive national radio ads and voices for most major animation companies.</i>
Nestor Gunner Sizeable Bil	Maurice La Marche	<i>Popular Hollywood animation talent. Provides voices for the animated series The Critic. Supplied the Orson Welles voice in Ed Wood. Used a Boris Karloffian voice here.</i>
Bolus Door Guard	Jack Angel	<i>Seasoned L.A. voice actor. Major announcer for several networks.</i>



Character	Voice Artist	Remarks
Horrace Newscaster Pilot Roadblock Cop	Bill Farmer	<i>Official voice of Goofy and Pluto for Disney for almost a decade. Also, a great stand-up comedian, specializing in impressions. Newscaster's voice was influenced by Dan Rather.</i>
Darrel Mavis Michael	Nick Jameson	<i>Usually provides three to fifteen voices for every major LucasArts production. Provided voice for Max and Conroy Bumpuss in Sam & Max. Nick convinced Full Throttle's designers to let him read for Mavis. His characterization was inspired, in part, by the thick-voiced makeup artist from Mrs. Doubtfire.</i>
Suzi	Tress MacNeille	<i>Heard on The Simpsons and Tiny Toons. Uses a growly Marjorie Main-style voice here.</i>
Quohog	Mal Friedman	<i>Bay Area talent. Specializes in dialects and character voices.</i>
Blotch	Denny Delk	<i>Bay Area voice talent. National ad campaigns and voice-overs for TV.</i>
Smash-A-Torium Announcer	Alex Bennett	<i>San Francisco-based radio talk show host.</i>



Roy Conrad



Ben's other face.



Tamlynn Barra (left) and Roy Conrad in a recording session (photo by Scott Libolt).

After 18 years in advertising, Roy Conrad decided to pursue his dream of being an actor in 1985.

His credit list since then is impressive. Recently, he finished work on *Casino*, a film directed by Martin Scorsese and scheduled to open in late



1995, starring Robert DeNiro, Joe Pesci, James Woods, and Sharon Stone. He plays an investigator working for Las Vegas County trying to get the goods on a mobster.

Other credits include John Carpenter's *Village of the Damned*, a recent two-part episode of *Dr. Quinn, Medicine Woman*, *Pink Cadillac*, with Clint Eastwood, and *The Wizard*, with Fred Savage.

Full Throttle is his first voice work for a computer game. Roy approached the role the same way he approaches any acting or announcing role, studying Ben's character and reading scenes. After soaking up this material, he developed and internalized Ben's attitude and personality.

Interestingly, the voice of Ben evolved from Roy's voice-over work for a car commercial that never aired. Roy just embellished and enhanced the voice he'd used there. The results speak for themselves.

At five feet, five inches and over 50 years of age, Roy mused that he could never have been considered for the role of someone like Ben in a film, but he can fulfill his desire to play heroes like Ben through animation and computer-game voice roles.

Quality Assurance and Testing

Mark Cartwright



APPROVED

Mark is LucasArts' quality assurance lead. He supervises all company lead testers, and, in turn, their testing teams. There are basically two kinds of testing teams: product-specific game testers looking for bugs in the program, and compatibility testers who make sure that the games' graphics and sound will work with the wide variety of sound and video cards on the market. Full Throttle presented a unique challenge to Mark and his testers because of its groundbreaking music and sound.



Chris Purvis



The two faces of Rip, a tester's nightmare!

Chris is one of LucasArts' testers. He provided some wonderful examples of bugs discovered by the Full Throttle testers, and, in doing so, demonstrated the testers' contribution to Full Throttle's playability.

- *In some scenes, Ben's body would turn facing the scene's background, but his head would remain facing forward.*
- *When Ben walked into the media room at Corley Motors, his silhouette was reflected on the door. On leaving the room, Ben would turn into the silhouette, looking like a piece of carpet you could fly around the room. This bug was called "Flying Carpet Ben."*
- *While the Corley factory was on screen, pressing the "A" key would turn Ben into the spinning Corley Motors logo.*
- *When Ben returned to Melonweed after witnessing Malcolm's death, all of the puzzle objects, like the welding torch from Todd's trailer, simply reappeared. This included Bolus, casually standing at Mo's with his gun at his side.*

Some of the other Full Throttle testers who helped in the preparation of the manuscript were Darren Johnson, Chris Snyder, William W. Burns, Al Chen, John Hannon, and Dana Fong. Day in, day out this group can be found slaving away on the latest LucasArts game, doing a job that virtually any ten-year old would kill to have.

Product Management

Casey Donahue-Ackley



Casey's background is in comparative literature, with studies in English, Italian, and French literature at UC Berkeley. Casey joined LucasArts four years ago as a production assistant and intern for LucasArts Learning, where she worked on the production of a Spanish-language learning product still used in the Richmond, CA public school system. She was also responsible for the Level I version of a groundbreaking multimedia project, "Paul Parkranger and the Mystery of the Disappearing Ducks." She was the associate producer on Rebel Assault and the CD version of Sam & Max Hit the Road.

Her job is similar to that of a movie producer, in that she assembles and oversees all facets of the production and works to keep it on schedule and on budget. In this role, Casey works very closely with project leaders such as Tim Schafer. Casey also pushes versions through testing, oversees manuals and reference cards, works on getting demos ready, and is responsible for contracts with outside resources.

She wanted to contribute to the creative side of the project, but Tim turned a deaf ear when she suggested he replace the human bikers with animated squirrels.



Project Leader, Story, and Script



Tim Schafer

According to Tim Schafer, he has no background. But informed sources have discovered that he attended UC Santa Cruz, then UC Berkeley, majoring in computer science. A self-proclaimed computer nerd in high school, Tim started programming games on the venerable low-memory computers of yore. Enamored of an early LucasArts arcade game called Ball Blazer, he decided he wanted to work at LucasArts. He had written some short stories and, happily, LucasArts was looking for programmers who could write.

Arriving at LucasArts in September 1989, Tim was immediately enrolled in SCUMM University to learn the in-house programming code. SCUMM is the Story Creation Utility originally developed for Maniac Mansion.

Soon, he was working on *The Secret of Monkey Island*, for which he programmed and designed puzzles and wrote one-third of the dialogue (including the memorable love scenes). *Monkey Island 2: LeChuck's Revenge* was his next project, followed by his codesign of *Day of the Tentacle*.

In the summer of '93, Tim started formulating ideas for his next project. These ideas would eventually become Full Throttle. The company accepted the concept and work began in earnest in the fall of that year.

Admittedly not a rabid biker, and definitely more "the boy next door" than Ben in appearance, Tim loosely based the game's content on a friend's experiences in Alaska, hanging out with larger-than-life bikers named Smilin' Rick and Big Phil. Tim felt that biker stories were a defined genre, like pirate stories, so people were generally familiar with the lore, making this an excellent starting point for an adventure. After adding to this subject a slightly cartoony look and exaggerated behavior, the concept came to life.

Tim recognized that the company and some gamers might worry that a biker game could have undesirable connotations. No problem. Ben was written as a heroic character who just happened to be the head

of a biker gang. Even though Ben is a biker, Tim muses, he could just as well have been a cowboy. But definitely not a lawyer. The focus was on telling the story of a loner, on the run for a crime he didn't commit.

The brainstorming sessions with the design team in the fall of '93 were very fruitful. Tim would get as many people as possible into a conference room and hang out for half the day. The only rule was that everyone could go home after they'd thought of two puzzles. Some days, numerous puzzles were born; other days, just the mandatory two. These sessions were completely free-form, and terrific ideas for the biker gangs sprang from such innocuous discussions as what had happened at a bachelor party the night before.

Tim is Full Throttle's project leader and also wrote its story and script. He wanted Ben to be tight-lipped and measured in tone. Ben definitely wouldn't say things like "Hey, dude" or "gnarly." The character's demeanor is a roughly similar to Sanjuro, the bodyguard who turns two warring factions against each other in the classic Japanese film *Yojimbo*. From Ben's perspective, according to Tim, "Anyone who doesn't ride a bike is not to be trusted." Remember, Tim doesn't ride a bike.

As research for the game, Tim read *Hell's Angels* by Hunter Thompson and watched *The Wild One* with Marlon Brando. The opening pan from high above Highway 9 down into the canyon is an homage to the beginning of that film. Tim is definitely a "media hound," and many game touches reference movies and television. The reflection on Mo's toaster, for example, was inspired by a recent martial arts film. Todd Newlan's personality was influenced by TV's Archie Bunker. Ripburger's first name, Adrian, came from the evil Maurice Evans character in *Rosemary's Baby*. Quohog's name came from the *Moby Dick* character Queequeg, who misspelled his name on the ship's register. In preparing for this project, Tim also watched *Easy Rider* and was impressed by its use of music. Enter The Gone Jackals.

Little by little, Full Throttle absorbed much of Tim's life. When Tim's 1969 LeMans convertible caught fire and burned, he returned from the mechanic's shop to find that Peter Chan had put Tim's doomed car



into the game's junkyard scene. To take matters one step farther, the hood ornament on the Corley hoverlimo that Ben smashes in the game's opening scene was modeled after Tim's face.

He feels lucky that LucasArts has attracted such talented artists, musicians, and programmers. On Full Throttle, he got to take about 20 of these people and work with them for a year. His approach encourages collaboration, and invites others to use their artistic skills to bring his ideas to life.

"I only go home to sleep," says Tim. Sometimes his relations with friends on the team became strained, but "they never take it out on the game."

Any discussion of Tim wouldn't be complete without the song he makes the design team sing if the going gets tough and they start to turn into an ugly mob:

"Tim is always right, Tim is never wrong, Tim is very bright, that's why we sing this song."

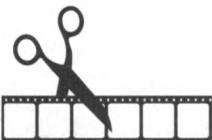
No wonder relations became strained.



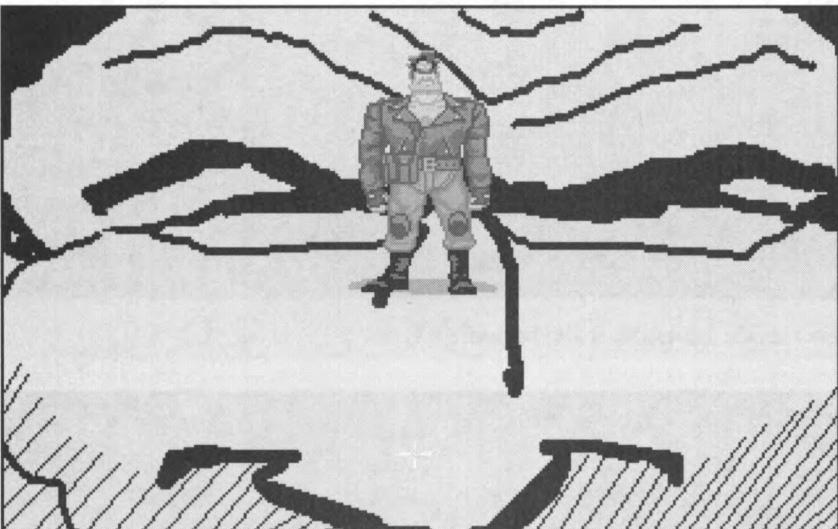
Tim's Full Throttle cameo.



Outtakes



When viewing early versions of computer games, you get to see some scenes that don't make it into the final game. Some of these are errors, others were temporarily added in just for fun. Here are a few examples:



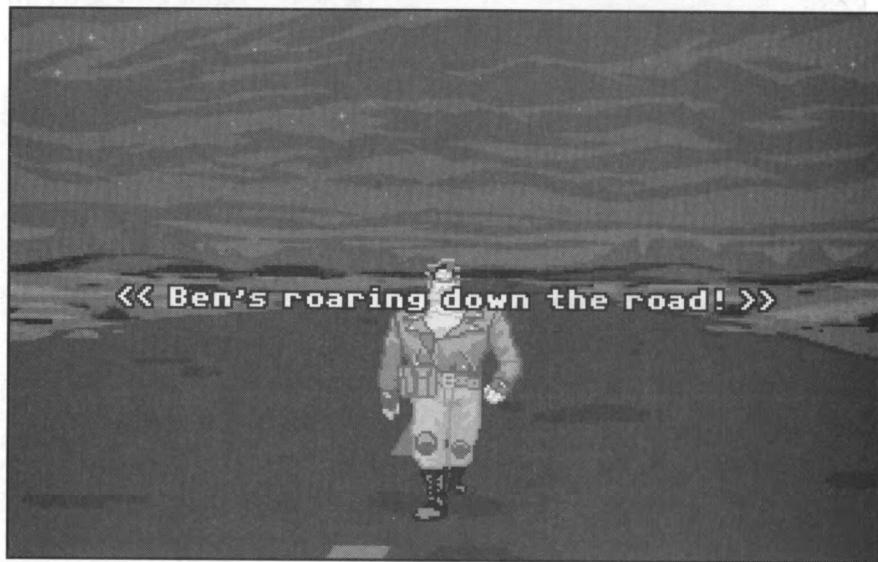
Affectionately known as the Mt. Rushmore Ben.



Ben, playing Godzilla, is about to eat the gorge.



Ben needs to gain a little weight.



**Ben really cooks down the highway,
before the artist put his bike in the game.**

ANSWERS TO THE LIMITED EDITION FULL THROTTLE TRIVIA QUIZ

QUESTION	ANSWER	QUESTION	ANSWER
1.	<input checked="" type="checkbox"/> C	12.	<input checked="" type="checkbox"/> C
2.	<input checked="" type="checkbox"/> C	13.	<input checked="" type="checkbox"/> C
3.	<input checked="" type="checkbox"/> B	14.	<input checked="" type="checkbox"/> 14
4.	<input checked="" type="checkbox"/> B	15.	<input checked="" type="checkbox"/> C
5.	<input checked="" type="checkbox"/> C	16.	<input checked="" type="checkbox"/> B
6.	<input checked="" type="checkbox"/> A	17.	<input checked="" type="checkbox"/> 15-44-92
7.	<input checked="" type="checkbox"/> A	18.	<input checked="" type="checkbox"/> A
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10.	<input checked="" type="checkbox"/> A	21.	<input checked="" type="checkbox"/> C
11.	<input checked="" type="checkbox"/> A	22.	<input checked="" type="checkbox"/> B

Measure your Full Throttle prowess by this guide:

NUMBER CORRECT

1-3

4-8

9-13

14-17

17-21

22

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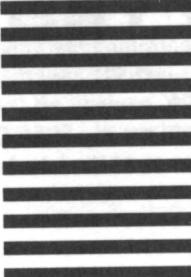
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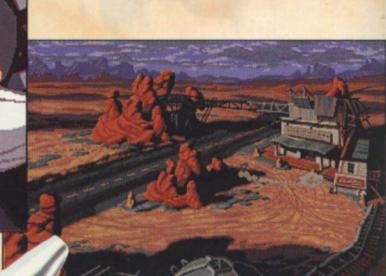


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